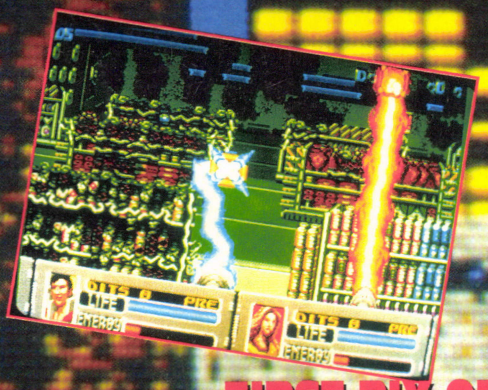
FIRST PIX OF 32-BIT SEGA VIDEO GAME!

# MEGA PLAY

THE ULTIMATE ALL-SEGA MAGAZINE

## 1991 SPRING PREVIEW!!



Grab A Sneak Peek At New Genesis, Game Gear and Master System Blockbusters Like Elemental Master, Valis 3 Powerball, Star Control, Wings of Wor, Stormlord, Shining Darkness and Many, Many More!

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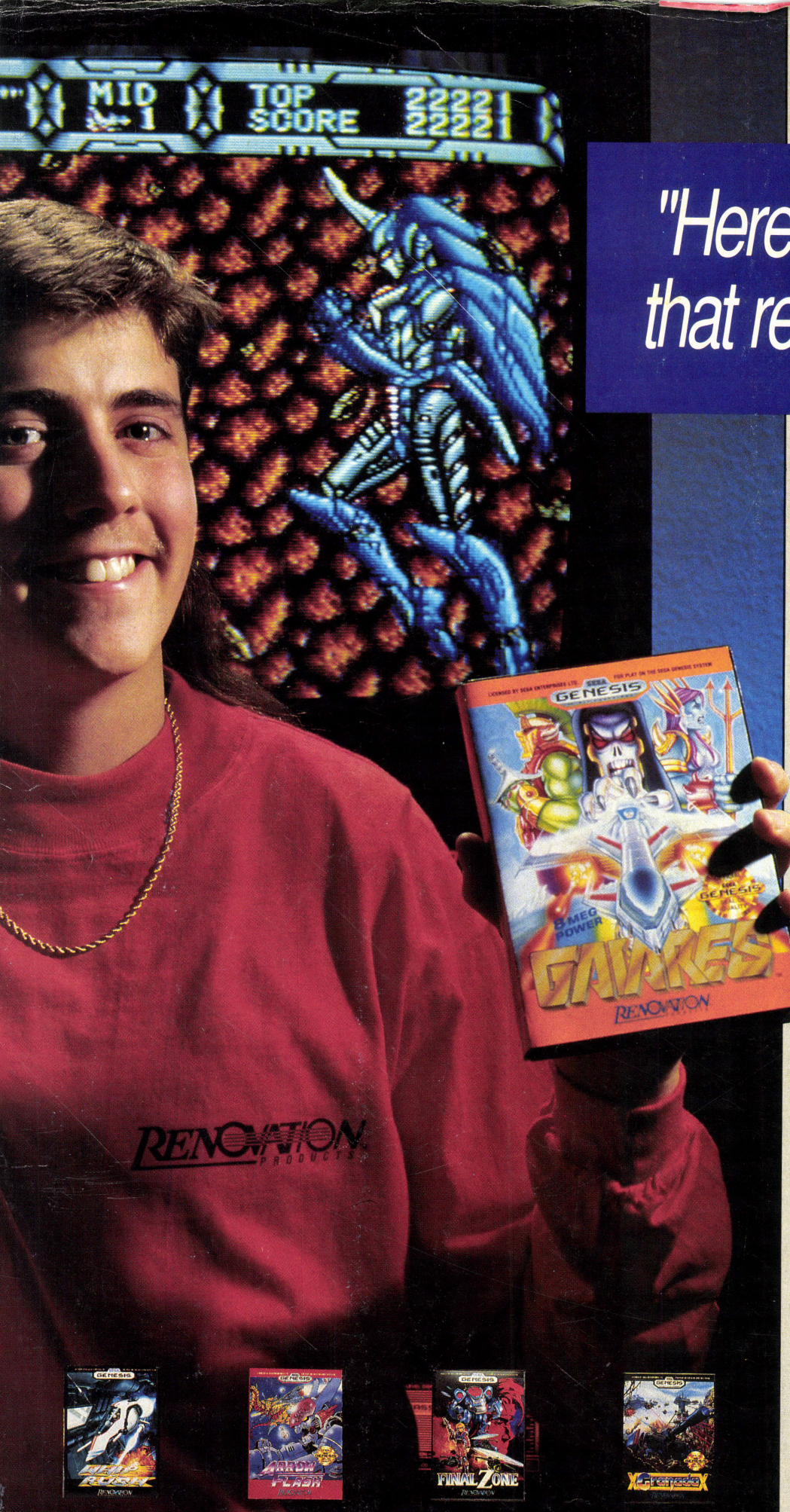


*Jamie Bunker*
*Professional Gamer*

# "Here's one game that really smokes"

When Jamie says Gaiares really smokes, we believe him. That's because Jamie's been a professional video game tester since he was twelve. And when we introduced Jamie to the eight meg power and 3 way scrolling graphics of Gaiares, he was blown away.

Why? Because Gaiares is the first of its kind to offer universal action, outrageous sound, plus a side kick probe that terrorizes enemy ships by stealing their fire power, then returns so you can blow them out of oblivion.

So before you buy the next game for your Sega system, see what the pro's go for, then go for Gaiares.













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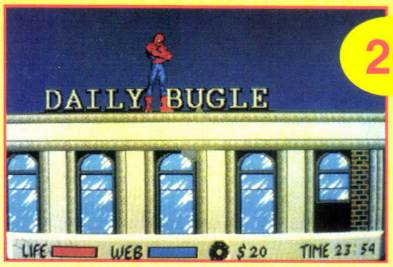
*The fabulous sequel to TF3 - Elemental Master is out for the Mega Drive.*

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*The webbed wonder has stepped out of the Marvel Comics and into the Genesis!*

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Are the Genesis game designers getting in a rut by designing too many shooters? Find out!

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**MEGA MAIL**

You've been very busy reviewing our last issue with a magnifying glass. We answer all the questions nobody else will touch!

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**HI-TECH SEGA**

The long awaited 'System 32' is done, out the door, and in the arcades - in Japan unfortunately. Scope out the specs on the world's most powerful arcade machine! Now is a Giga Drive far behind?

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**MEGA TRICKS**

The country's best game players have been digging deep into the new softs and have come up with new tricks to help you get through some of the hardest games. Check out the new level selects, program bugs and difficulty setting modifications!

14

**FROM JAPAN**

From the masters at Tecno Soft who brought us the spectacular Thunder Force 3, comes the phenomenal sequel - Elemental Master! Also take a look at the progress being made on the ultimate RPG - Shining Darkness!

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**GENESIS DOES...**

Variety is now the buzz word around the Sega camp. To change the pace we soon will see games like, Spiderman, Valis 3, James Pond, Warrior of Rome, 688 Attack Sub, Powerball and Star Control. We have them now!

32

**SEGA MASTERS**

The new Master System 2 is getting a whole new lineup of great 8 bit softs. Moonwalker is the hot game this issue!

34

**GEAR UP!**

Sega's color portable is here! Since our carts are interchangeable with those from Japan, let's look at what is new across the ocean.

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If you think the games are good now, wait till you see what's around the corner, both from Japan and here!

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**GAME OVER**

Bart conquers the mega-hit Strider!

# MEGA PLAY

**The All-Sega™ Magazine**

**March/April, 1991**

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# PRESS START...

## Nintendoitis..

Have you noticed how many shooting games there are for the Genesis? We have. For the better portion of last year it was one after another. Not a whole lot of variety and it seemed that the young Genesis system would quickly develop a case of Nintendoitis. What's that? Tons of me-too games that offer nothing new and exciting to the players. As loyal as the Genesis crowd is, they just didn't want to keep on spending $50 to $60 on new backgrounds with the same old shooting theme.

Fortunately Sega saw this coming and at a developers conference earlier this year they recommended that the third party licensees start to branch off into new areas. Adventure games, thinking games, RPG's and action oriented games were needed to keep the existing players interested and also to expand the user base into new age groups which were virtually untapped because of a lack of appropriate software.

That was earlier this year and just now we are beginning to see what Sega had in mind. We are excited about the new games coming out this Spring and hopefully you will find something that appeals to you.

Name your game category and there will be something for you. No matter what your age or game playing ability, you'll have to check out Sonic the Hedgehog. Spiderman and Fantasia are other adventure games that bring new ideas, moves and play mechanics to this genre. For the first time you can dive into a real military simulation with the Warrior of Rome. Abram's Battle Tank and 688 Attack sub offer other versions of this theme. Quest games are starting to appear with Dando, King's Bounty and Onslaught on the way. The sports games are entering their second generation with PGA Tour Golf, Jesse Venture Wrestling Superstars, Hardball and R.B.I. 3 coming soon. Powerball breaks new ground with a futuristic soccer-football combo. Puzzle game lovers will want to look for Junction or dive into some of the old classics like Pac Man or Space Invaders.

And this is only the beginning! Although Sega is tight lipped about what will be coming out in the all important second half of this year we ought to have a few exclusive previews in the next issue.

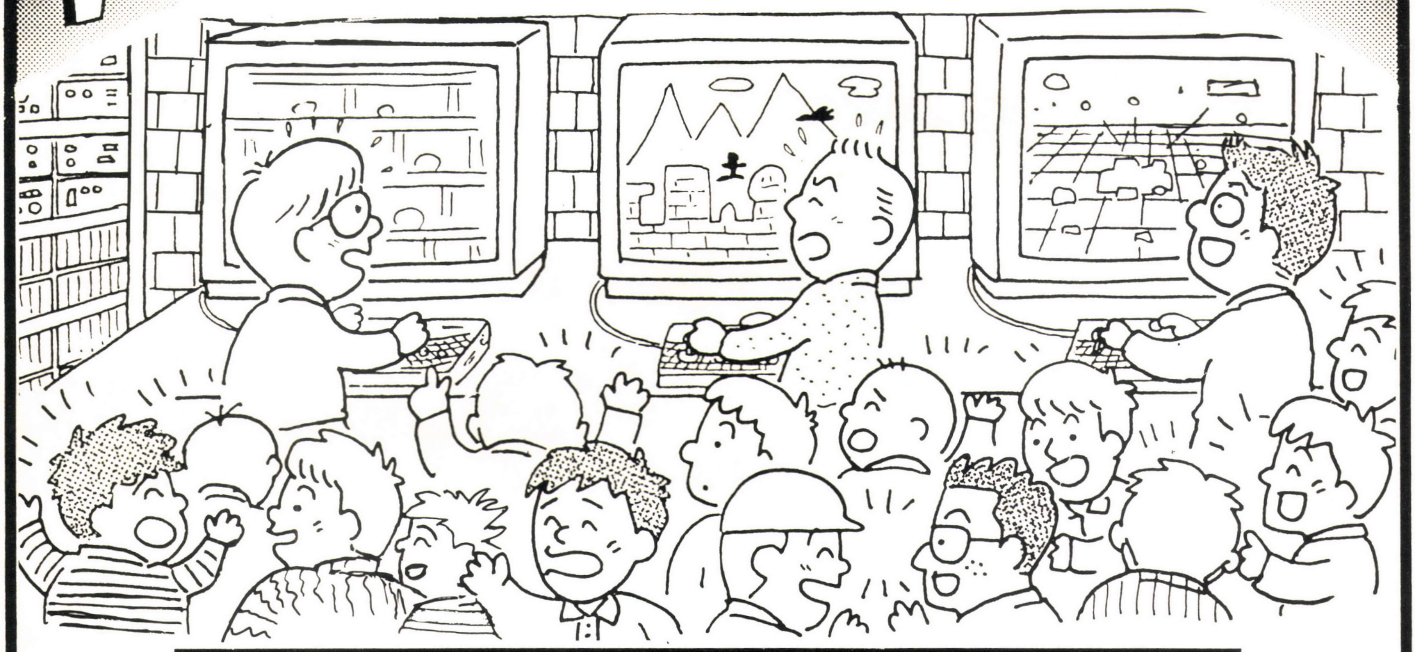
**ED SEMRAD**
Editor

***SONIC RULES CES!***

***PS 3 NOW IN ENGLISH!***

***A WHITE GG?***

# VIDEO GAME EXCITEMENT



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## WHERE IS TERA?

I've heard from people who attended the Winter Consumer Electronics Show that neither TERA nor the CD-ROM was there for testing or even 'under glass' for inspection. Have these products been delayed or shown in private? I want to get as much technical information on both as possible as I am looking for a computer and the TERA sounds promising. Any new information to report?

**Don Alexander**
**Wallaceburg, ONT.**

*(ed. You're right Don, Sega had neither on display at WCES. From informed sources at Sega neither was shown behind closed doors either. Does that mean the products are on hold? Not really. Actually TERA is complete and next issue we'll hope to have a 'hands on" report for you! One thing everybody should know about TERA is that this is mainly meant to be a system for Japan. Over there the IBM or Mac are nowhere near as popular as they are here. TERA is a good way for IBM to get a foothold in the Japanese market. Sources indicate that it should be on sale in Japan sometime in the second half of this year.*

*Our contacts in Japan also report that the not-so-secret CD-ROM will appear there, in final form, 'under glass' sometime this summer and tentative plans slate it for a year end on sale date. That is, of course, in Japan. The U.S. introduction will probably be a few months later.)*

***TERA - Sega's computer/Mega Drive combo.***

## GIGA DRIVE...ON SALE!

I just got the Jan/Feb issue of Mega Play and I have to say it is awesome! Like, you're talking about things that other mags haven't even touched yet. The one thing that confuses me is the 32 bit giga drive. Nobody, I mean NOBODY, has information on it. What is really happening with it? It has to be so radical that it would blow away the Super Famicom!

**James Worthington**
**Miami, FL**

*(Ed. There's great news James! Within a month you can go out and buy one! The cost - 1,580,000 yen!! That's $12,500...not including tax, customs, or shipping! Why so much? Well, it's not quite the size of the Genesis yet. What you would be buying is the sitdown version of Sega's new 'System 32' - Rad Mobile! Check out our Hi-Tech Sega section for all the specs on the king of the arcade machines!*

*As to the home version? Don't hold your breath! Is Sega working on it? You bet! Would they admit to it? No way! Is it coming soon? No!*

*According to a company spokesperson (at SOJ) the new system 32 was brought out for two reasons: 1) Arcade players have been asking for more and more realistic simulations, and these games are just not possible on the current 16 bit machines. 2) To make a clear differentiation between the 16 bit games for the home market, and those found in the arcades.*

*The second point is why we won't see a home Giga Drive for several years. It's fun to dream though. If all goes well, there should be a full test report in the next issue! )*

***RAD MOBILE - Sega's first 'System 32' game!***

## WHERE ARE...?

In EGM number 6 you gave a small review in your International Outlook Section of a game called Psy-O-Blade. It looked great! Did it ever come out for the Mega Drive?Will it come out here?

**Chegye M. C.**
**Portland, OR**

I'm planning a trip to England and I want to bring back games for my Sega Master System. I've heard that because their power and TV broadcast system are different than ours, their games will not work on our SMS. True?

**Bill O'riley**
**Nashville, TN**

In issue 13 you ran pictures of a Sega game called Wrestle War. It looked great because you were controlling wrestlers that were large and not tiny like the ones in the new Genesis game. What ever happened to it?

**Troy Bankcrft**
**New York, NY**

*(Ed. Psy-O-Blade is out for the Mega Drive. To date, no company has picked up this adventure game. One problem the companies in the U.S. have is the large amount of language translation required in games of this type. Also, sometimes the characters or plot of the game are just not what the U.S. market would be interested in.*

*Yes Bill, the SMS games in England will work in our system so make sure to bring back some of the great titles like Chase Hq.*

*Wrestle War has been put on temporary hold and is not scheduled to come out for at least 6 months.)*

FROM THE EDITORS OF ELECTRONIC GAMING MONTHLY...

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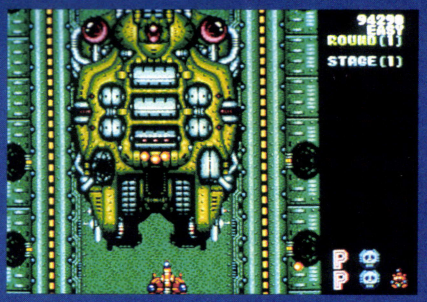
# MEGA PLAY

## The Ultimate ALL-SEGA Magazine!

**Finally, a magazine made exclusively for owners of the Sega Master System and Sega Genesis! Introducing Mega Play, the first full-color publication with all the tips, tricks, reviews, and previews a Sega fan could ever want! Each quarterly issue of Mega Play is packed with behind the scenes info and photo-spreads of the latest 8-Bit and 16-Bit sensations. And since it's from the editors of EGM, you know Mega Play is a magazine you can trust! . To get the most out of your Sega system, you NEED Mega Play!**

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# HI-TECH SEGA

**SYSTEM 32 SPECS FINALIZED; WORLDS FIRST 12 MEG GENESIS SOFT!**

## SYSTEM 32 BLOWS AWAY COMPETITION!

Sega of Japan has just announced the final specifications on their new 'System 32' hardware. The first game to incorporate this new technology is Rad Mobile, and the machines are presently being shipped to the arcades in Japan.

Based on a new 32 bit CPU, the System 32 has more than five times the capacity of their older 'System 18' board. More specifically, the System 32 contains a 32 bit CPU running at 16 MHz plus an 8 bit sound CPU operating at 8 MHz. For memory, there is 8 Mbit of RAM and 125 Mbit of ROM.

The screen resolution has not been significantly changed from previous configurations and specs out at 320 lines horizontal by 224 lines vertical - for the standard resolution and 416 lines Horiz. by 224 lines Vert. in the high resolution mode.

There can be a maximum of 300,000 pixels per screen and up to 8,000 sprites can be moving around simultaneously! Each sprite can use up to 256 colors and this equals a simultaneous use of 16,384 colors.

The sound has not been neglected as 22 channels are available - 10 PCM and 12 FM, all in stereo of course.

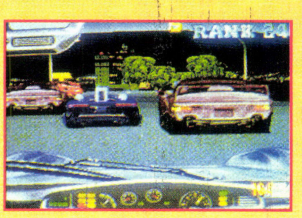
***Sega's first 32 bit arcade game - Rad Mobile***

With such a powerful processor new tricks can now be performed. Since this is a racing game, these tricks involve simulating natural phenomena such as fogging, blurring and fade-in / fade-out.

As an example, when driving very fast, the roadside objects now scale gradually and also increase in delineation. In foggy weather, these objects become blurred and difficult to see. In rainy weather, the rain droplets slowly accumulate on your windshield and obstruct your vision until you turn on your wipers!

Watch for a hands-on report of this spectacular game in the next issue of Mega Play!

***The police will ticket those who speed!***



***Weave your way through traffic.***

***A new blurring effect duplicates the view through rain on the windshield.***

### HOW THE SYSTEMS COMPARE!

| SYSTEM | RAM | SPRITES | COLORS | SOUNDS |
|---|---|---|---|---|
| SYSTEM 32 | 8M | 8000 | 16384 | 22 |
| NEO-GEO | 64K | 380 | 4096 | 15 |
| SUPER FAMI | 1M | 128 | 256 | 8 |
| GENESIS | 72K | 80 | 64 | 6 |

# ACCOLADE DEVELOPS WORLDS FIRST 12 MEG GENESIS CARTRIDGE!

Accolade has just broken the 8 megabit Genesis cartridge barrier with the announcement of a new soft called Star Control. This game will utilize 12 megabits of memory and will also herald in a new premium line of Genesis games under the Ballistic name.

Previously Accolade had released Ishido for the Genesis and Jack Nicklaus' Turbo Golf (cart and CD) for the TurboGrafx.

Like the other carts that Accolade released, Star Control is a game converted from one of their computer products. Star Control, released in July 1990, was first made for the IBM PC and compatibles and then converted to the Amiga line. From this Amiga version designer/programmer Paul Rieche 3 and his staff spent 4 1/2 months to create a Genesis cart. Since the Amiga version was a two disk game (about 12.8 megabits), major compromises would have to be made to fit the game into an 8 meg cart. Accolade, wanting the best possible product for their new Ballistic line, gave Rieche the go-ahead to do whatever was necessary to maintain the high quality of the original game. Rieche suggested that 12 megabits would be needed and Accolade agreed.

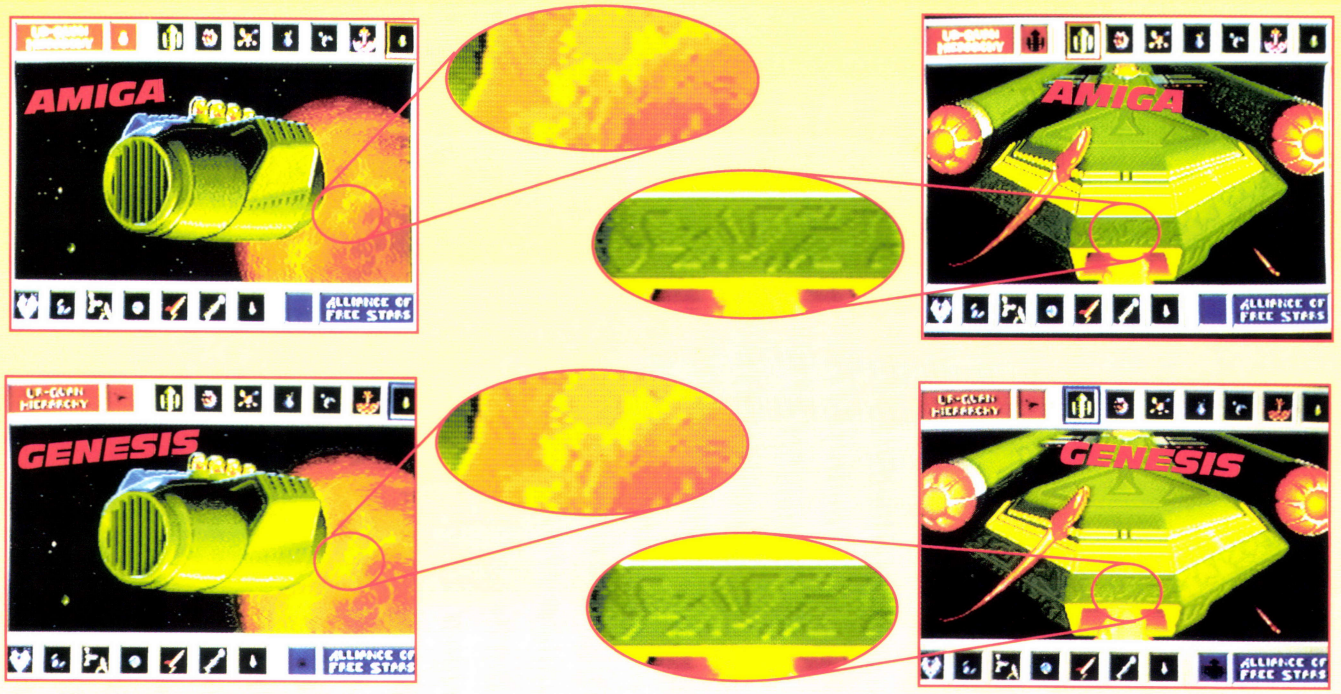
***The huge 12 meg check board dwarfs the standard production cart! In final form, 4 megabit chips will be used instead of 1 meg chips.***

With this larger amount of memory to work with Rieche was able to port over the Amiga version completely intact. The graphics match pixel by pixel and the only compromise was in the audio. The Amiga version has digitized sound effects and BGM. The Genesis version has digitized sound effects but synthesized BGM. This freed up some memory so Rieche and crew went back in to tweek the game play and add new features! Besides playing better, the cart will have more scenarios and the player can explore more areas!

But what will 12 meg cost? Accolade has stated that the cart will retail for only $69, about $10 less than the 8 meg Strider!

Check out our Mega-File to see more of this super soft!

## THE GENESIS GRAPHICS ARE IDENTICAL TO THE AMIGA COMPUTER VERSION!




Test Conditions: Comparison photographs taken off the same monitor, utilizing 'typical' consumer A/V outputs from the Amiga and Genesis.

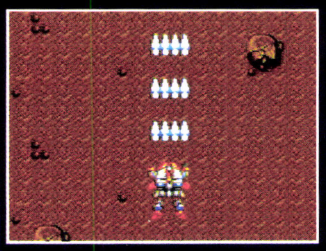
# MEGA TRICKS!!

## The Ultimate in Sega Secrets!!

### M.U.S.H.A.

(Seismic/Genesis)

*Special Power Up Codes* - In this amazing shooter you can increase you odds of saving the universe with these awesome power-up codes. To do them, all you have to do is pause the game and type in the desired code for different effects. They can all be used together by doing each one separately. Get ready to blow them away!



### FULL POWER CANNONS

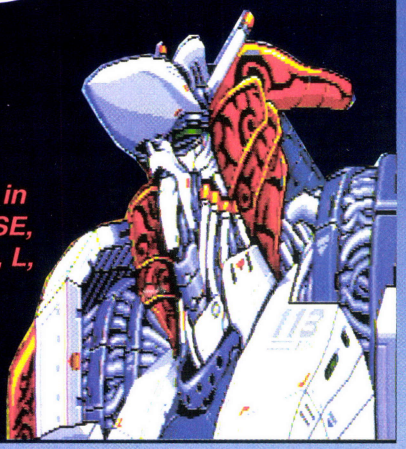
*Just PAUSE, then press B ,B, C, B, B, C, UP, DOWN, A. Unpause and get ready to rock'n'roll.*

### 20 OPTIONS

*To get a reserve of 20 options simply PAUSE, then press U, U, U, D, D, D, L, L, L, R, R, R, C, C, B, A.*

### 5 EXTRA SHIPS

*For 5 additional ships in your arsenal just PAUSE, then press R, D, R, D, L, U, L, U, B, C, A.*



*Just fire the TOZ 6 times before capturing an enemy to get the all powerful ultimate weapon the T-Braster.*

### GAIARES

(Renovation/Genesis)

*The Ultimate Weapon-* If your having problems with this incredible 8 Meg shooting tour-de-force than you'll love this trick. to get the ultimate heat seeking weapon known as the T-Braster. To do this simply fire the TOZ unit into nothing 6 times, then capture an enemy ship taht would normally give you a weapon and you'll get the all powerful T=Braster.

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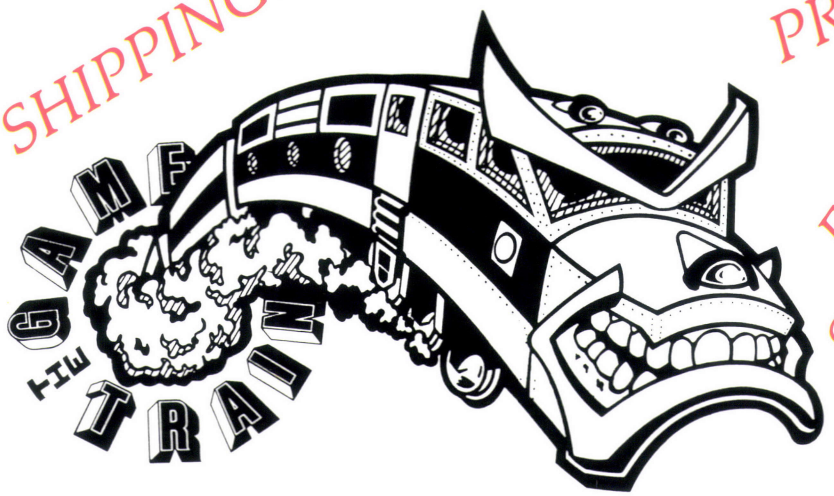


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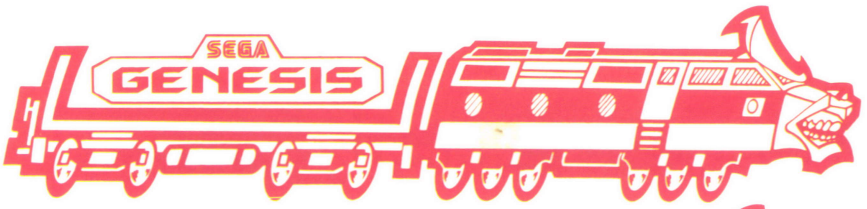


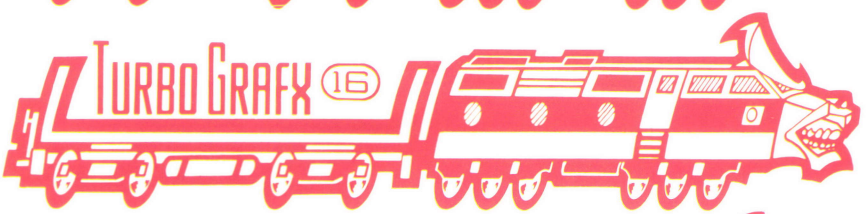

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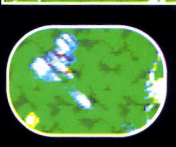
## GRANADA
(Renovation/Genesis)

*Flying Tank Trick* - To fly around in your tank here's what you must do. Play till you're on stage 2, then wait for the timer to go to 000. At the exact same moment your timer runs out, drive your tank off the edge. When you do this your tank will explode and your timer will be renewed. When your new tank appears you will be able to fly around and attack from outside the ship. This only lasts till your timer runs out again.



*Now you can attack the enemy from a distance.*

*Drive off the edge when the timer reaches all zeros.*

## WINGS OF WOR
(Bandai/Genesis)

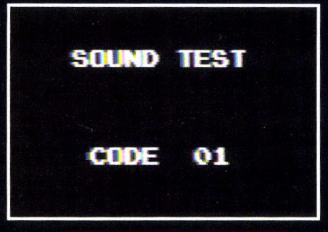
*Easy Mode Select*- If you are struggling in your battle against evil then maybe this secret Easy mode will help. All you have to do is go to the option screen and when the cursor is on game level hold A, B, C, and press START.

## GAIN GROUND
(Renovation/Genesis)

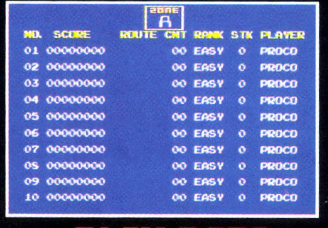
*Secret Level Select*- To select any level you want in Gain Ground all you have to do is go to the option screen and press button A, button C, button B, and finally press button C again. Now select from any of the 50 levels!

## SAGAIA
(Taito/Genesis)

*Special Modes* - There are many special modes in this 8 Meg shooter. There is a sound test, a play data screen that tracks your progress through the game's 28 levels and a harder game mode. To access them type in the corresponding codes at the title screen.




**SOUND TEST**
*In order to get the sound test just get into the high scores and type in ZZT for your initials.*

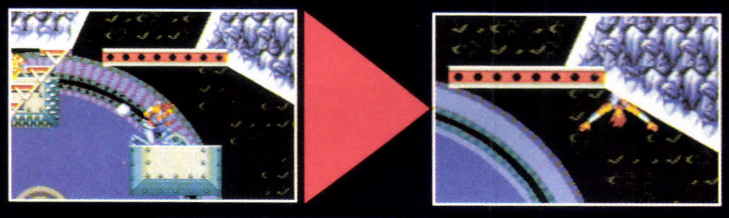



**PLAY DATA**
*To get the play data screen just press A, B, C, A, B, C, A, B, C, A, B, C at the title screen.*

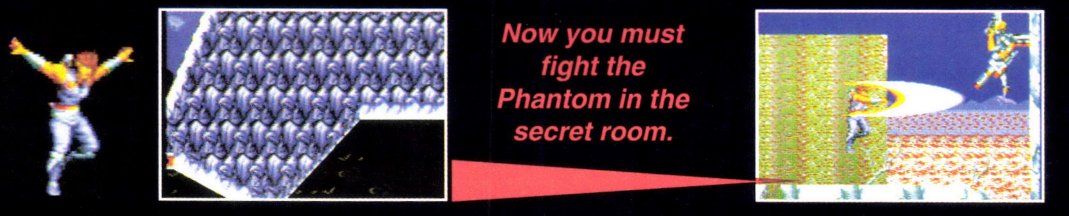
**SPECIAL MODE**
*To make this tough even game harder simply press the C button 12 times at the title screen .*

## STRIDER
(Sega/Genesis)

*Secret Room Trick-* In level 2, fight your way past the gorilla to the part with the spinning gears. Jump onto one of the containers as shown, then jump into rocks above. If you time it right you'll get caught in the rock and be pull into a secret room. Keep trying it till it happens. When you are pulled into the secret room you will have to fight the Phantom. Once he is destroyed just climb up the wall to the right to get out and then you can run down the hill and continue normal play.

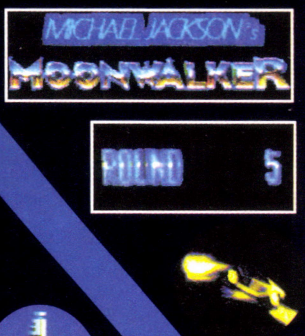


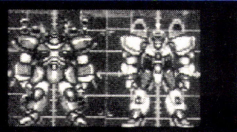
*Now you must fight the Phantom in the secret room.*



## MOONWALKER
(Sega/Genesis)

*Stage Select -* To select any stage except stage 6 in Moonwalker all you have to do is hold UP and LEFT and button A on controller 2 when you turn the game on. While holding these button hit START on controller 2. Then push START on controller 1, and select a one-player game. After hitting START you'll see the words "ROUND 1." Simply hit left or right to select levels and press START.



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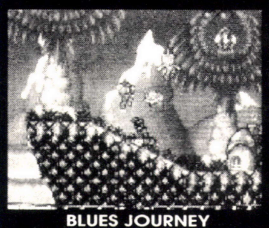
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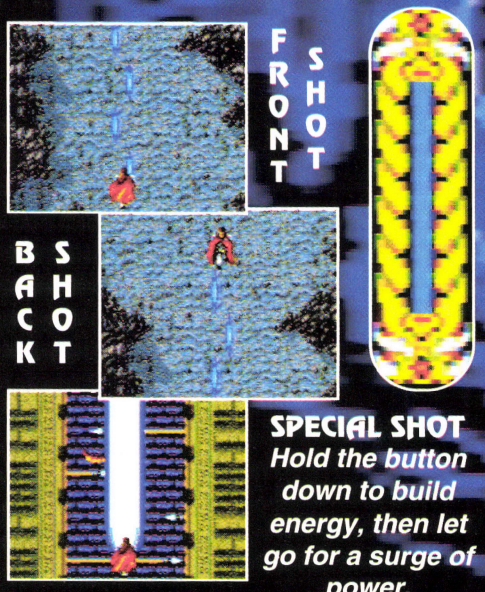
## MEGA-FILE

***Manufacturer: Technosoft***
***Machine: Mega Drive***
***Cartridge Size: 4 Meg***
***Number of Levels: 7***
***Theme: Shooting***
***Difficulty: Moderate***
***Number of Players: 1***
***Available: Now (Japan)***

# ELEMENTAL MASTER

## MASTER THE ELEMENTS TO DEFEAT THE EVIL KING!

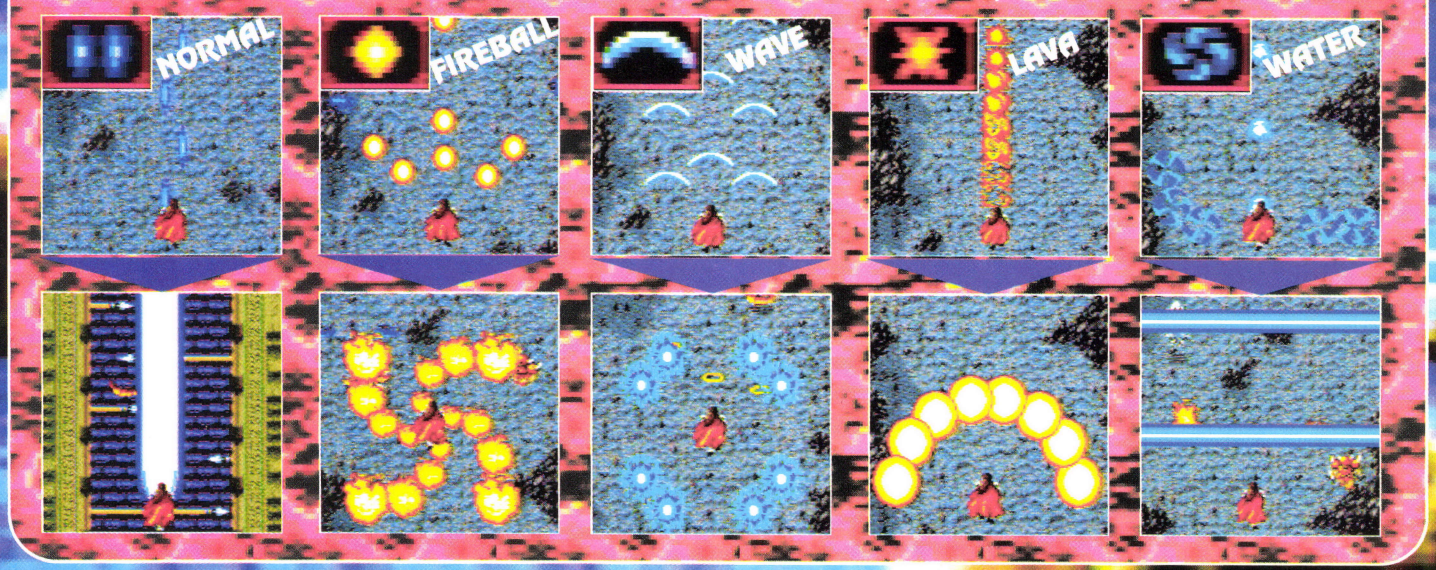
Elemental Master is the latest release from Technosoft of Japan. Hot on the heels of the Thunder Force series, E.M. pushes the Mega Drive to new limits. The game consists of 7 levels. Any of the first 4 levels can be selected at the beginning of play, but all 4 must be passed to enter the last 3 levels. E. M. is filled with bizarre creatures and alien terrain, but by far the most impressive thing is the incredible end bosses that really mean business. Another great title that may be making its way to these shores soon.

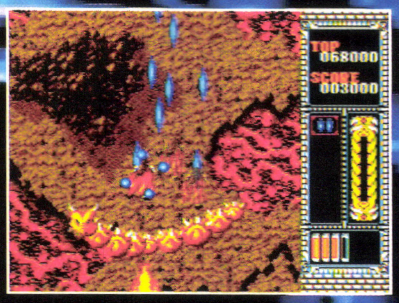



**SPECIAL SHOT**
*Hold the button down to build energy, then let go for a surge of power.*

OPEN THE CHESTS FOR POWER-UPS!!
CHALICE
Adds two sections to your life meter.
MAGIC FRUIT
Increases your health by two.
MAGIC MIRROR
Gives you two ghosts that max your firepower.
SHIELD BALL
Protects you from enemies and natural hazards.

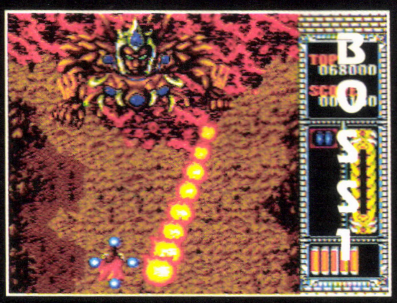
## FIVE INCREDIBLE WEAPONS AT YOUR DISPOSAL!






## FIRE WORLD

*Take on an army of underworld minions in this world of blazing fire and flowing lakes of lava. Destroy the huge fire breathing end boss and you'll get the Fireball weapon as well as rescue the fairy . She's a helpful companion.*



## WIND WORLD

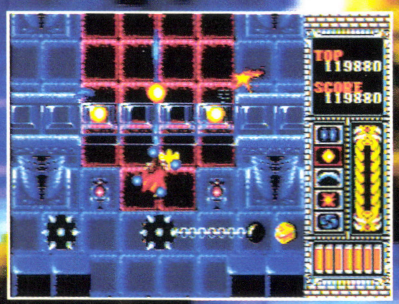
*Next on the agenda are the tormented caverns of Wind world. Nasty gremlins push boulders off the cliffs above. Make it through and you'll face a giant dragon who fires bolts of lightning your way. Defeat him and your reward is the Wave weapon.*

## EARTH WORLD

*Travel to this world of man-eating plants and hostile creatures. Don't forget to be alert when going through the forests, enemies fly out from the most unexpected places. Battle the giant porcupine using Fireballs and you'll get the Lava weapon.*

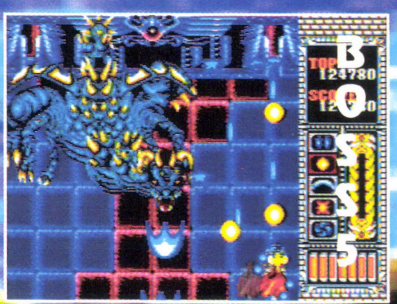
## WATER WORLD

*This time you must survive a swampy wasteland filled with Centaurs and others unnatural foes. Watch your back when wading in the shallow swamps. Destroy the mutant water snake and you get the Water cannon.*




## ICE CAVERNS

*Here you'll face a variety of new enemy, some even come straight out of the floor! Watch out for the spiked ball and chains and be sure to power up because the boss is not as friendly as the previous ones [illegible] the Fireball special shot [illegible] results.*



## ANCIENT RUINS & KING'S CHAMBER

*The last two levels are by far the most challenging. Now you have the tremendous addition of the full power cannon. You'll need it since you'll face all of the previous bosses before taking on the evil king.*

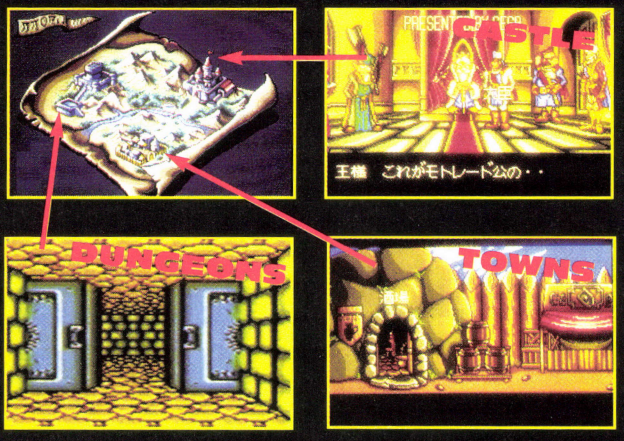
# SHINING AND THE DARKNESS

**MEGA-FILE**
**Manufacturer: Sega**
**Machine: Mega Drive**
**Cartridge Size: 8 meg +battery**
**Number of Levels: NA**
**Theme: RPG**
**Difficulty: Hard**
**Number of Players: 1**
**Available: March 29, 1991 (Japan)**

## SHINING - PART 2

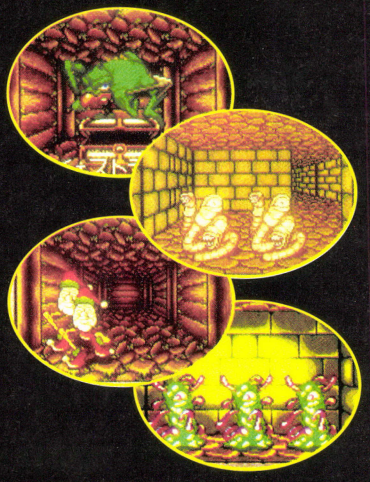
The new super RPG is nearing completion. Since last issue the dungeons have been finished and the town, including the shops, are also in final form. As the pictures show, great attention has been paid to every tiny detail. Rooms like the saloon have been widened to scroll across several screens, making them appear more realistic. New icons have been added to simplify player control during battle, as now pictures replace text commands. The game play is similar to other high quality RPG's - hit points, experience points and levels, magic spells and a wide range of armor and weapons to buy. Next issue we'll wrap up the review with a description of the countryside and the end castle.

## WORLD OVERVIEW




*Presently there are three major sections of the game - the castle, the towns and the underground labyrinths.*

## NEW DUNGEON DEMONS!

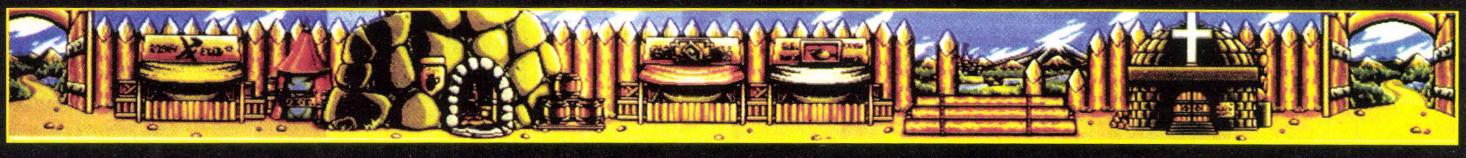


## YOUR PARTY INCLUDEDS YOURSELF AND TWO FRIENDS!

*The cast of characters includes yourself - Max, a young but capable soldier; Marilyn - a poor fighter but a master at magic and casting spells; and Bilbo - a very strong soldier able to wield clubs of immense size and weight.*

## HIGHLY DETAILED SHOPS

## THE VILLAGES ARE MAPPED OUT AS A CONTINUOUS PANORAMA!



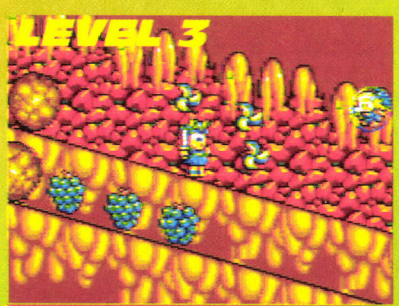
## MEGA-FILE

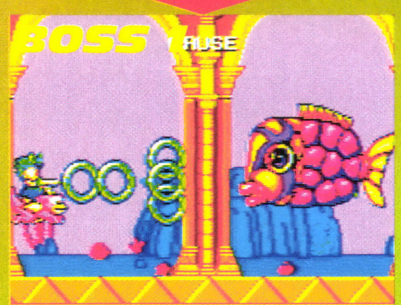
**Manufacturer: Sega**
**Machine: Mega Drive**
**Cartridge Size: 4 Meg**
**Number of Levels: 9**
**Theme: Action/ Shooter**
**Difficulty: Easy**
**Number of Players: 2**
**Available: Now (Japan)**

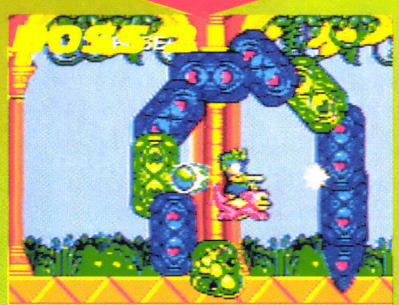
## ENTER THE MONSTER'S LAIR AND DESTROY THE ALIENS!

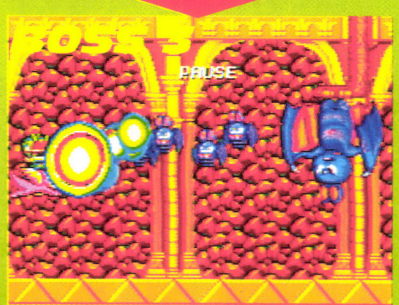
An invasion of extremely hostile and unfriendly aliens has taken place in Monster land. You must rid the land of these horrible beasts and return the world to its normal state. You don't have to do it alone though, you have the help of a beautiful princess and the many weapons you'll pick up along the way. There are nine levels you must pass before taking on the alien leader. At the end of each level you'll get a ride on your trusty dragon to help you defeat the end boss. Monster Lair is a well balanced action game for the Mega Drive that will attract game players of all age groups.

## FIGHT THROUGH 9 EXCITING LEVELS!





## MEGA-FILE

**Manufacturer: Bandai**
**Sega System: Genesis**
**Cartridge Size: 4 Meg**
**Number of Levels: 6+**
**Theme: Action**
**Difficulty: Average**
**Number of Players: 1**
**Available: Now**

## A LIFELONG STRUGGLE...

You are a warrior of ancient times who thought that your days of battle with evil were over. Think again! The hideous army of your arch enemy has resurfaced and has caused the land to go into a state of complete chaos. It's up to you to destroy these minions of evil and return the land of myths to a peaceful state. You're no ordinary warrior though, you can fly with a special pair of golden wings given to you for your past heroic victories. Take to the air and collect the crystal orbs and magic scrolls to power up your weapons to incredible proportions. Be prepared to face some the nastiest, biggest, ugliest, and meanest bosses in any shooter ever. If you succeed than your name will go down in the history books, if you don't the only place you'll see your name is on your gravestone.

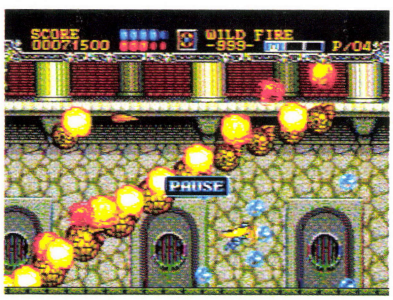
## YOU ARE ON A MISSION TO RID THE LAND OF ALL EVIL! BLAST THROUGH EACH LEVEL AND TAKE ON THE HUGE ROUND BOSSES!!

### ROUND ONE

*This dude looks ugly and hungry! As well as the many other minibosses you will face, this monster has a specific weak point. Find it and defeating him will be a snap! Hint: Blast his neck.*

### ROUND TWO

*Be prepared to take the battle into the underwater caverns of the ocean. Don't worry, you can fly and shoot just fine even though your drenched. Breathing isn't a problem either. Hmm....*

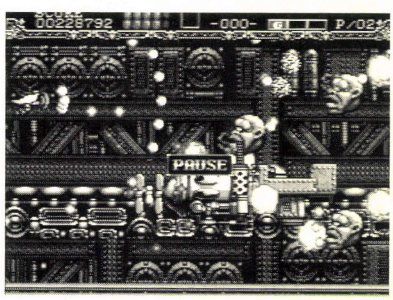



### ROUND THREE

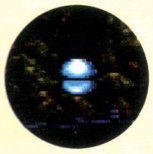
*Explore the ruins of a huge castle, in search of evil lurking in every crack and crevice. Take this area slow and easy unless you like being skewered by arrows from the ceiling.*

### ROUND FOUR

*If you haven't powered up completely yet, here is the perfect place to do it! Near the beginning, tons of power ups fall from the sky!! Beware, however, the minibosses aren't easy.*

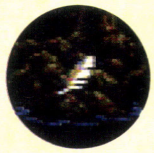


## BUILD YOUR WEAPONS UP TO FULL BLAZING POWER!!



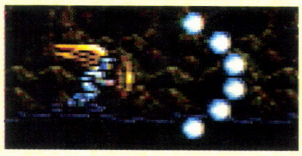
*This icon will increase your shot scope. You will lose your scope if you crash or get shot.*

*The red icon will increase your shot power. It can also be lost.*

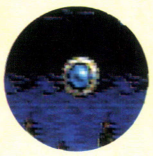


*The feather will increase your speed and agility for tight spots.*

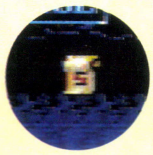
*The standard wide shots are excellent when the enemies attempt to stampede you.*



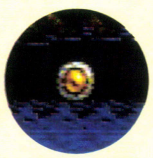
*Energy magic will send out large balls of pure energy to annihilate the unsuspecting enemies.*



*The straight shots are more powerful than wide shots, but have a limited scope. Be cautious.*



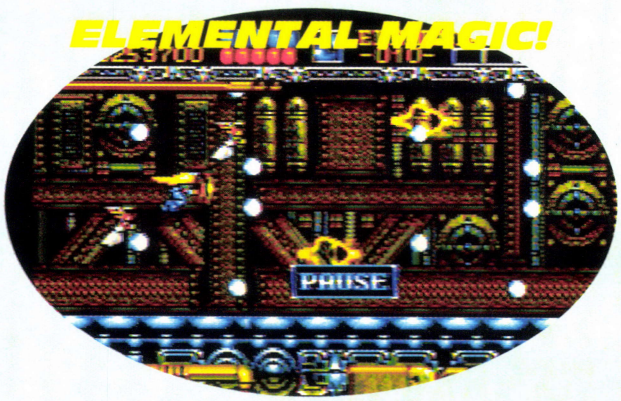
*Shield magic will place an aura of good around your player. The shield does not last long!*



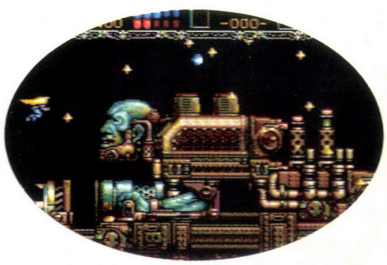
*The rear shots are good against the enemies that sneak up behind you. The shot power is weak.*

*Thunder magic sends arcing bolts of lightning from the heavens to fry any enemies below.*

### ELEMENTAL MAGIC!




### WILDFIRE MAGIC!

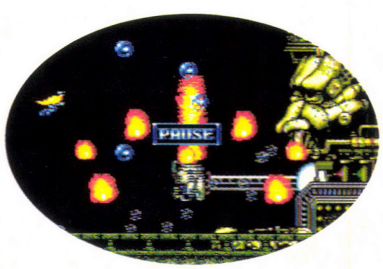


### BOSS 1

*This boss wants to run you over! His only weak point is his head, so get in there and start blasting! Beware the slow moving shots that tend to sneak up on you.*

### BOSS 2

*The ship is actually two bosses! The first is easy, but the second boss is huge and can take a lot of hits! He shoots a lot, but his shots are slow enough to dodge.*

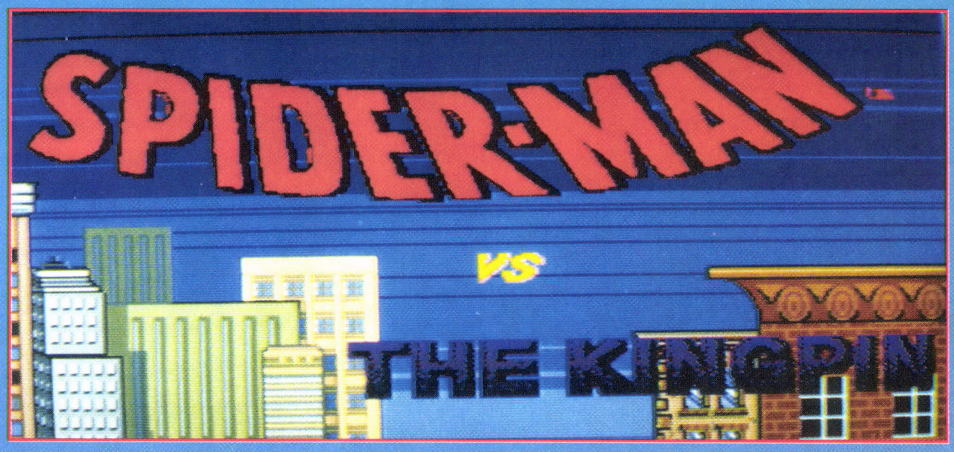



### BOSS 3

*This boss snorts smoke and flames, each as deadly as normal shots! Beware his mouth pieces, since they not only block your shots, but hurt too.*

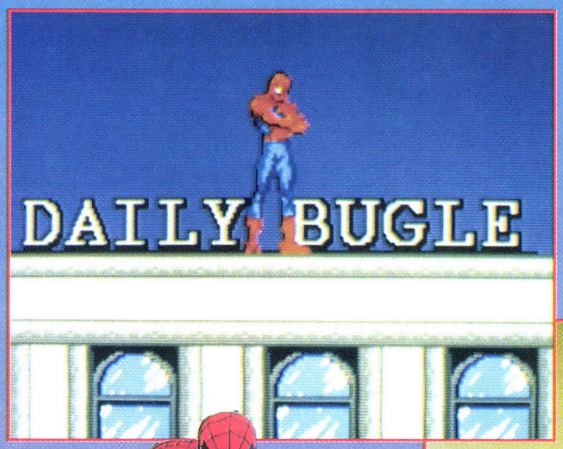
## MEGA-FILE

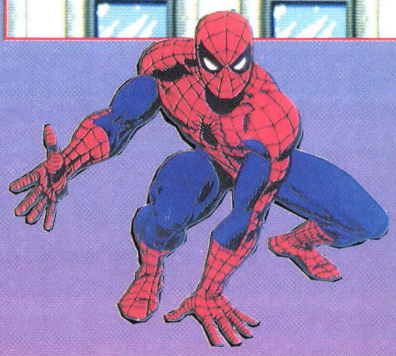
**Manufacturer: Sega**
**Machine: Genesis**
**Cartridge Size: 4 Meg**
**Number of Levels: 6+**
**Theme: Action**
**Difficulty: Average**
**Number of Players: 1**
**Available: July 1991**




## SPIDERMAN... SPIDERMAN... DOES WHATEVER A SPIDER CAN!

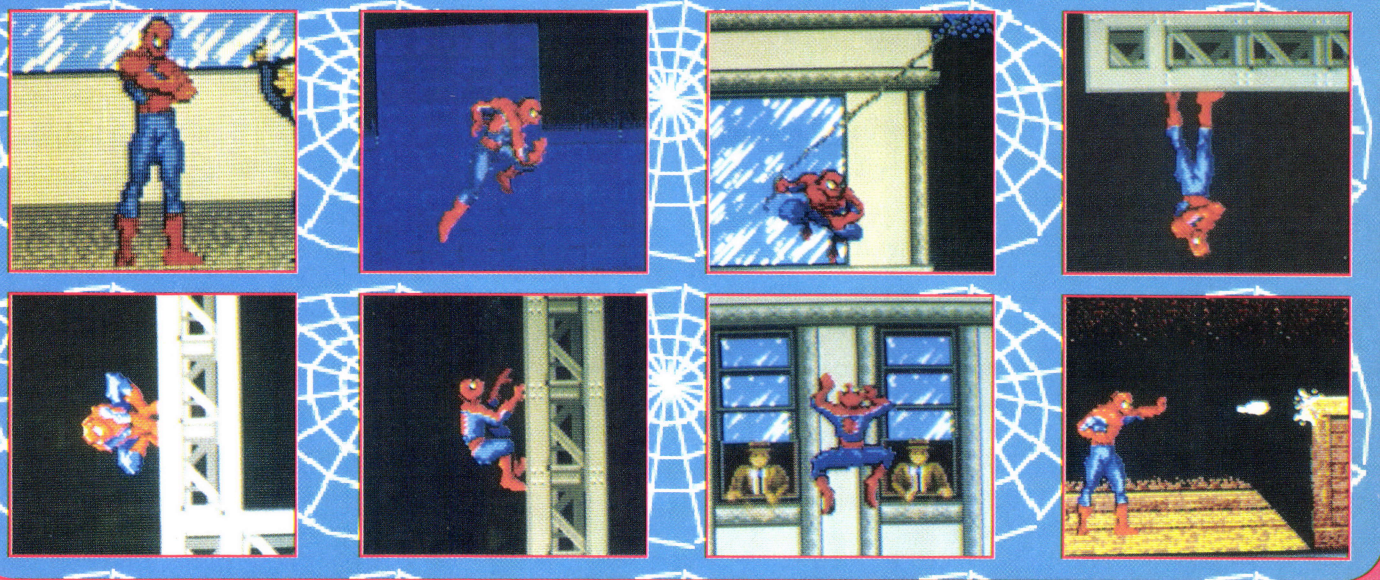
The Webbed Wonder makes his way to the Genesis. Your mission is to restore the streets of New York to a peaceful state by putting an end to the mayhem caused by the notorious Kingpin. The main emphasis in this game is the game play. Spidey can do an incredible number of different moves. The game seems to play a little like Strider, with lots of wall climbing as well as walking on the ceiling. Spidey will face a variety of different enemies such as snipers, robots and an occasional alligator hiding in the sewers. So get ready for some intense superhero action that can only be done on the Genesis.

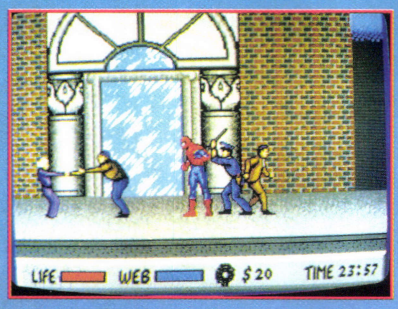


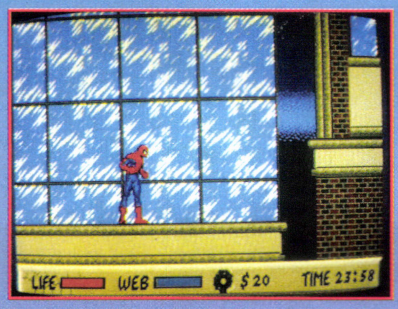



*The Webbed Wonder takes a time out on top of the Daily Bugle. Fighting crime isn't as easy as it used to be especially since the Kingpin took over the streets.*

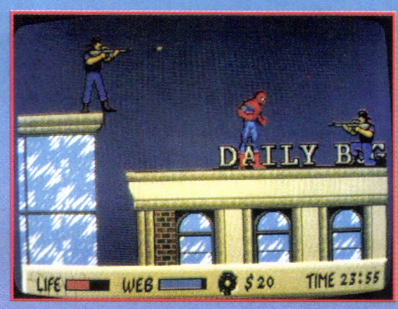
## LOTS OF EXCITING MOVES!!!

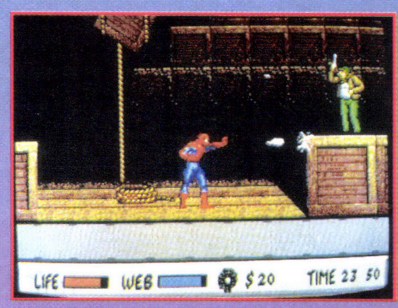


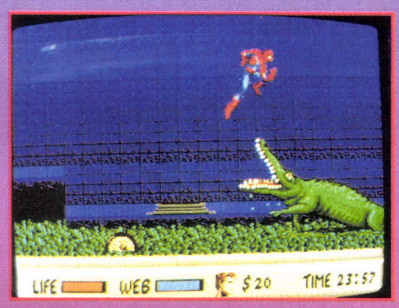


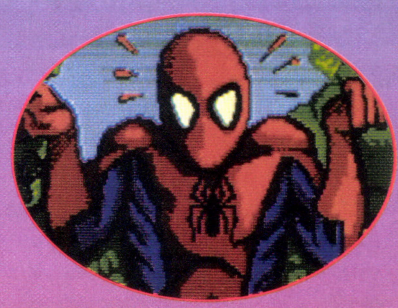


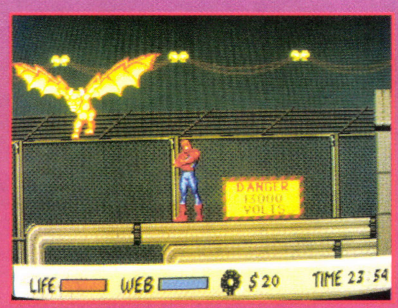

***Spiderman's alias Peter Parker prepares to fight crime in the big city. Keep the mugger from stealing the old woman's purse, but don't get caught by the policeman. Climb up the side of the Daily Bugle and take out the snipers. Get familiar with swinging on your here, you'll need to know how to use it to get later in the game.***



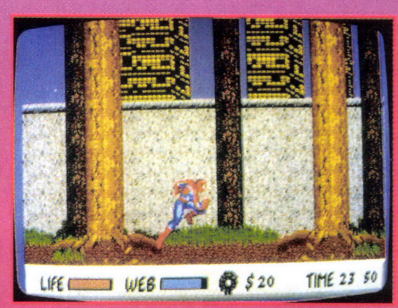






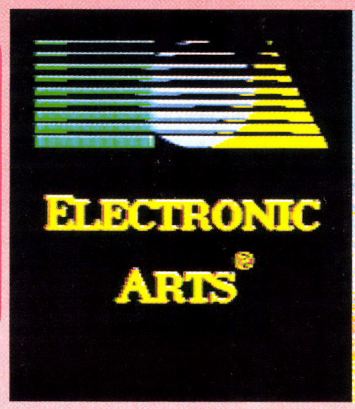

***Spidey has many challenges ahead of him. You must infiltrate the Kingpin warehouse and try to survive the deadly New York sewer system without becoming gator chow. You'll face a number of mutant enemies and unnatural foe as well as some ferocious end bosses before you'll face the Kingpin himself.***

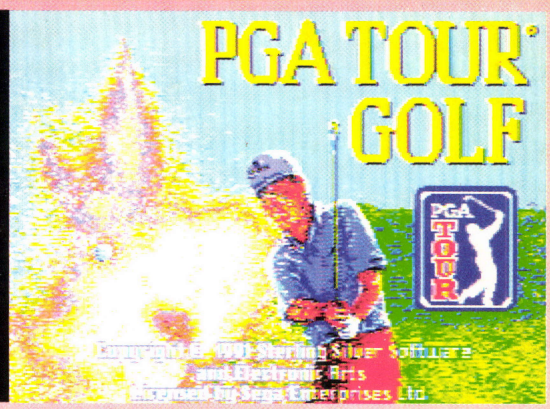


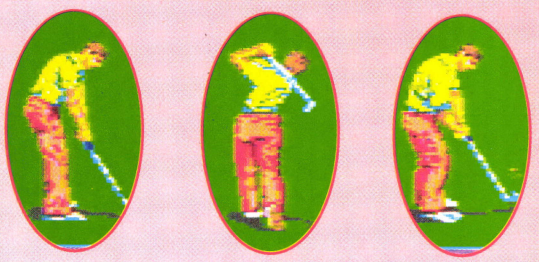

## NOW GO AFTER THE KINGPIN AND BRING PEACE BACK TO THE CITY STREETS!!!

## MEGA-FILE

**Manufacturer: Electronic Arts**
**Sega System: Genesis**
**Cartridge Size: 4 Meg**
**Number of Levels: 18**
**Theme: Sports**
**Difficulty: Moderate**
**Number of Players: 1**
**Available: Now**



*Four courses highlight this golf simulation. Sawgrass, Avenel, PGA West, and Sterling Shores are the choices.*

## HOLE-IN-ONE!!

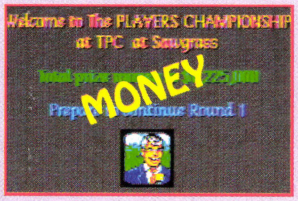
Electronic Arts is quickly becoming the number one sports cart company. After John Madden football and Lakers vs. Celtics, PGA Tour Golf fits right in. Translated directly from the computer version of the same name, PGA is an extremely true to life golf game.

Some of the many features of PGA Tour Golf are game saving, club selection, course selection, practice, tournaments, and complete statistics on not only the pros, but the saved players as well! Like the computer version, PGA Tour Golf uses a menu-driven system so players can begin playing as soon as they turn on the game.

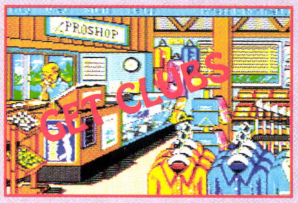
PGA is not easy, however, since you must deal with wind, water, sand, and trees. Of course, there is always the chance that you may slice unexpectedly. Even if you're good, you'll have to be great to defeat the golf masters in the tournament! They don't back down for a second!

Naturally, you're not alone, either. The pros are glad to give you their advice before each hole, so listen carefully! You may even want to watch the computer play a practice round first so get the feel of the game play. Fore!!

## NUMBER ONE IN GOLF SIMULATIONS!!



*In the tournament, you'll play against the top golfers in the country. Check out the first prize cash award!*




*Pick the course (18 holes each) and choose your clubs from the pro shop. Options are set here, too.*

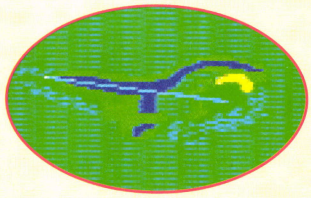
*Besides the drive and putt, you can pitch, blast, chip, and fringe putt. Always check the inclines and wind.*

*The main hazards are the sand traps and water holes. Avoid these whenever possible. They cost a shot.*

### BALL LIE

### GREEN

### OVERHEAD



### NORMAL

## MEGA-FILE

**Manufacturer: Razorsoft**
**Sega System: Genesis**
**Cartridge Size: 4 Meg**
**Number of Levels: 10**
**Theme: Action**
**Difficulty: Average**
**Number of Players: 1**
**Available: Now**

## RESCUE THE KIDNAPPED FAIRIES!

You are a mystical warrior and you fight for justice. Someone has imprisoned all of the fairies in the land with magical bubbles. Your mission is to release them from the bubbles as you roam about the land. This isn't your basic hack'n'slash adventure though, you're going to have to use your brain as well as your brawn to get this job down. Each level is laid out with a specific route you must take in order to rescue all of the fairies and end the round. One bad move and you might as well reset the game. There are many items along the way such as keys, honey, winged shoes and umbrellas that come in handy in certain areas. All in all an action game that challenges the reflexes and the mind.

### TONS OF ITEMS TO FIND AND USE!

*Shoot rapid fire shots or hold the button for a powerful sword.*

**KEY**
*You need these to open the doors on each level.*

**HONEY**
*Use this to distract the killer bees in certain areas.*

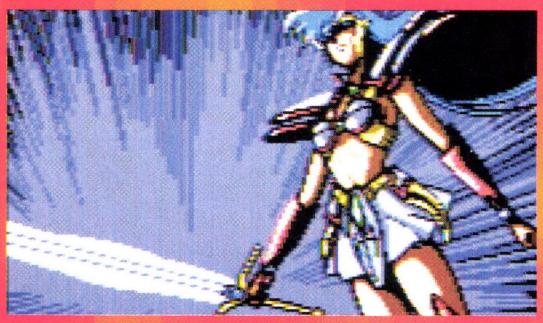
**WARP STONE**
*Step on this and an eagle will carry you away.*

*You must rescue the fairies in the right order if want to pass the level. If you make one mistake you have to start all over again!*

## MEGA-FILE

***Manufacturer: Renovation***
***Sega System: Genesis***
***Cartridge Size: 8 Meg***
***Number of Levels: 6+***
***Theme: Action***
***Difficulty: Easy***
***Number of Players: 1***
***Available: Now***

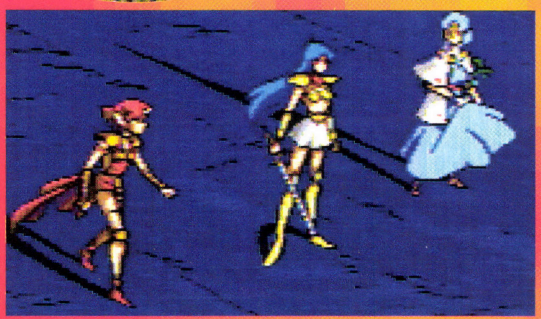
# VALIS III



## USE THE SWORD OF VALIS TO RESCUE THE DARK WORLD!

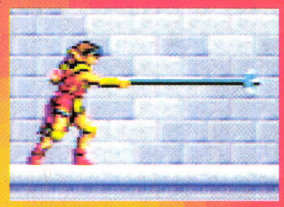
Once again Yuko must fight the minions of evil with the help of the legendary sword of Valis. This time your not alone, you will meet two other warriors along the way and they will join you on your journey. Each character has their own method of attack and the magic differs with each character too. Across the land Yuko and her companions will find item stars, if you hit these with your sword they will reveal power-ups that are crucial to your survival. Each world is broken up into several areas, each guarded by an end boss. Valis 3 is filled with fantastic cinema displays and lots of action. New techniques like the slide move and an adventure backed by 8 Meg of memory put Valis 3 in a league all its own.

Yuko has a new slide move that lets her get past some tricky spots.



**YUKO:**
**SWORD OF VALIS**

**CHAM:**
**MAGIC WHIP**



**VALNA:**
**MAGIC STAFF**

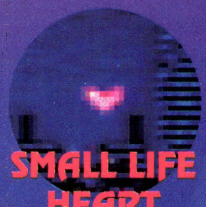
**RED MAGIC:**
**HEAT SEEKER**

**BLUE MAGIC:**
**WAVE BEAM**

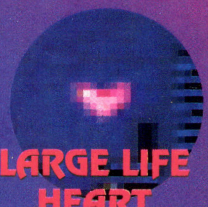
**WHITE MAGIC:**
**SMART BOMB**

## POWER UP FOR BATTLE!

FASTER SWORD CHARGE



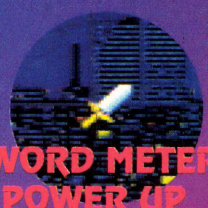
SMALL LIFE HEART



LARGE LIFE HEART

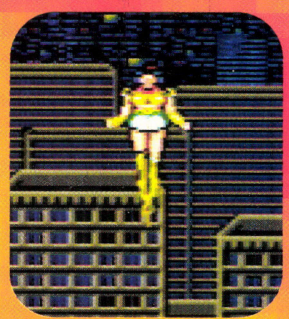
SMALL MAGIC REFILL

LARGE MAGIC REFILL



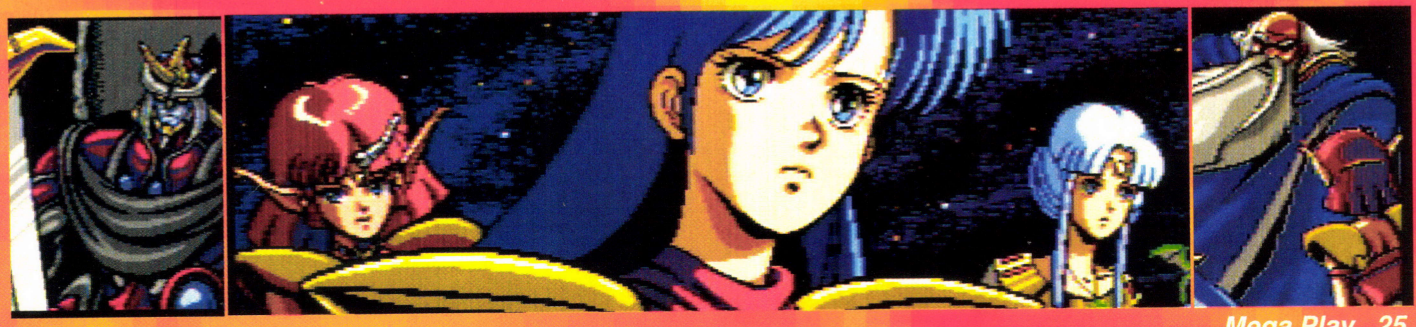
SWORD METER POWER UP

**CATCH THE SWORD OF VALIS TO TRANSFORM AND RESCUE THE DARK WORLD!**



## MANY CHALLENGES AWAIT YOU IN THE DARK WORLD!

## GET READY TO BATTLE THESE INCREDIBLE END BOSSES!



## MEGA-FILE

**Manufacturer: Electronic Arts**
**Sega System: Genesis**
**Cartridge Size: 4 Meg**
**Number of Levels: NA**
**Theme: Action**
**Difficulty: Easy**
**Number of Players: 1**
**Available: Now**

# JAMES POND
## UNDERWATER AGENT

## A FISH WITH AN ATTITUDE!

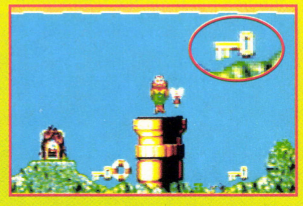
Someone has been making pond life miserable for the local sea life. Who do you call? James Pond, of course! Take matters into your own fins as you guide Pond on his crusade to rid the water world of the dreaded human populous.

Battle killer sharks, toxic waste, explosions, ghosts, robots, and psychotic beach bums who would rather stomp loot rather than use it to buy a copy of EGM. What is this world coming to?

Multiple levels and different challenges will task the most avid game player to the utmost limits of their capabilities. Save the Water World!! Good luck, Pond!

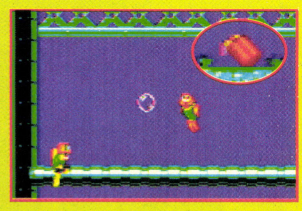
*Humorous animations like this make James Pond a hilarious game for kids of all ages!*

*Here we go! Save the trapped fish by picking up the keys and unlocking their prison doors. Move quick!*

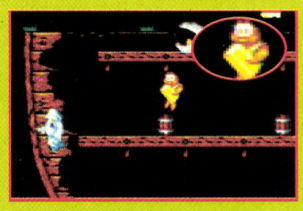


*The Fairy renders James Pond temporarily invincible to all forms of enemy attacks.*

*Guide the poor fish to the exit tube and escape to level 3!*

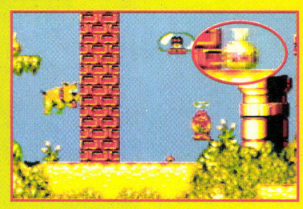


*Use the dynamite to blow up the oil platforms here.*

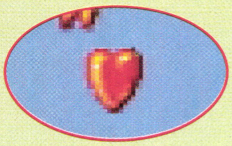


*Watch out for the pirate ghost floating here. Gather gold bars and place them in the boat above.*

*Knock out the beach bums with the toxic canisters lying on the ocean floor. Watch out for the turtles!*

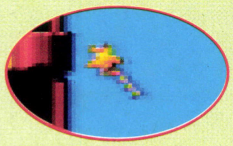


*Place the thieves loot on the beach bum's land and he stomp it to oblivion! Aquatic guard dogs are here.*



*The elusive 1up icon appears once in a while.*

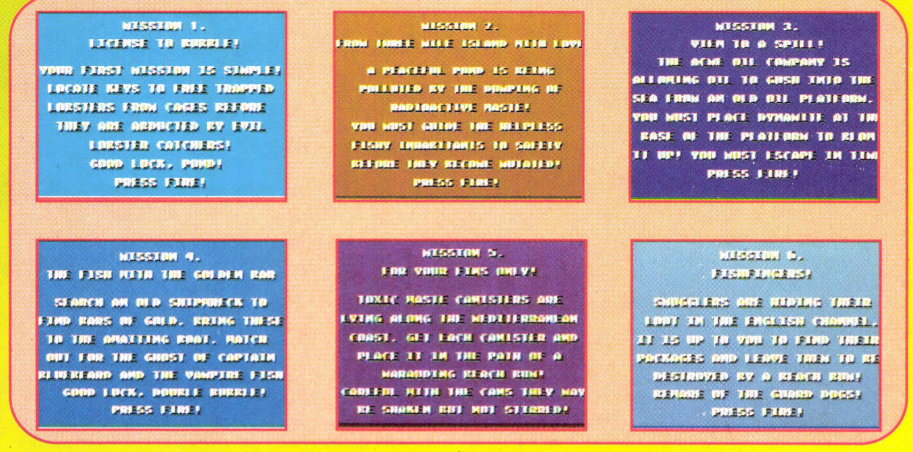
*Grab the Wand for temporary invincibility.*



*This flying cup will knock out the enemies!*

*Goodies are placed throughout the levels.*

*Yikes! This seagull will take you for a ride!*


MISSION 1.
LICENSE TO KRRRILL!
YOUR FIRST MISSION IS SIMPLE! LOCATE KEYS TO FREE TRAPPED LOBSTERS FROM CAGES BEFORE THEY ARE ABDUCTED BY EVIL LOBSTER CATCHERS!
GOOD LUCK, POND!
PRESS FIRE!
MISSION 2.
FROM THREE MILE ISLAND WITH LOVE
A PEACEFUL POND IS BEING POLLUTED BY THE DUMPING OF RADIOACTIVE WASTE!
YOU MUST GUIDE THE HELPLESS FISHY HUMANITARIS TO SAFETY BEFORE THEY BECOME MUTATED!
PRESS FIRE!
MISSION 3.
VILLA TO A SPILL!
THE ACME OIL COMPANY IS DRILLING OIL TO GUSH INTO THE SEA FROM AN OLD OIL PLATFORM. YOU MUST PLACE DYNAMITE AT THE BASE OF THE PLATFORM TO BLOW IT UP! YOU MUST ESCAPE IN TIME
PRESS FIRE!
MISSION 4.
THE FISH WITH THE GOLDEN BAR
SEARCH AN OLD SHIPWRECK TO FIND BARS OF GOLD. BRING THESE TO THE AMAZING BOAT. WATCH OUT FOR THE GHOST OF CAPTAIN KLUMZILAND AND THE VAMPIRE FISH
GOOD LUCK, DOUBLE BARRELL!
PRESS FIRE!
MISSION 5.
FOR YOUR FINS ONLY!
TOXIC WASTE CANISTERS ARE LYING ALONG THE MEDITERRANEAN COAST. GET EACH CANISTER AND PLACE IT IN THE PATH OF A MARAUDING BEACH BUM!
CONTROL WITH THE CANS THEY MAY BE SHAKEN BUT NOT STIRRED!
MISSION 6.
FISHFINGERS!
SMUGGLERS ARE HIDING THEIR LOOT IN THE ENGLISH CHANNEL. IT IS UP TO YOU TO FIND THEIR PACKAGES AND LEAVE THEM TO BE DESTROYED BY A BEACH BUM!
BEWARE OF THE GUARD DOGS!
PRESS FIRE!

*Watch while Pond changes his expression as the number of your lives goes down. Don't get him mad!*

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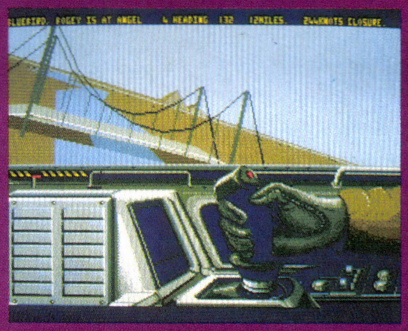

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## MEGA-FILE

**Manufacturer: Bignet**
**Machine: Genesis**
**Cartridge Size:8 Meg**
**Number of Levels: 4**
**Theme: War Simulation**
**Difficulty: HARD**
**Number of Players: 1**
**Available: May 1991**

## HAIL CAESAR!

As Julius Caesar, you are visiting the island colony of Crete, when the island is attacked by blood thirsty pirates. Since you are a defender of the Roman Empire, you must fight back against these savage killers and try to save the island of Crete.

This is only the start of your foray into ancient Roman history.You learn of the overthrow of Egypt and the capture of your love, Cleopatra. You must go to her defense.

You gather as many healthy troops as you can, and journey off to try to save Egypt and your beloved.

The Egyptian army is waiting for you, and they vow to fight you every step of the way. They first attack your ship and then your men after you land. It is up to you to save Cleopatra and Egypt from this coup attempt.

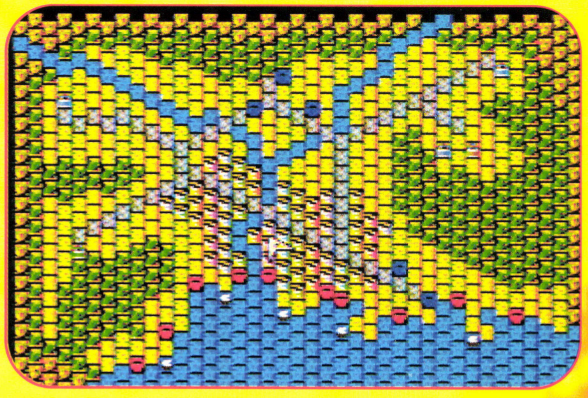
## SUPER STRATEGY!

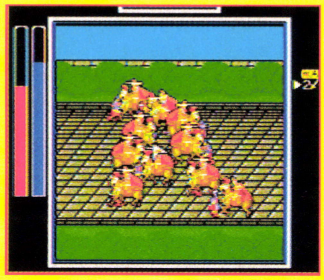
*Due to limited access, these three bases are easiest to defend. Let the enemy destroy the other bases. Set up barricades and dig pits so that there is only one way in or out of this area. Since it is easier to defend, more of your troops can be free to destroy enemy ships, allowing you to defend Crete and win round 1.*

## DEFENSIVE MOVES!

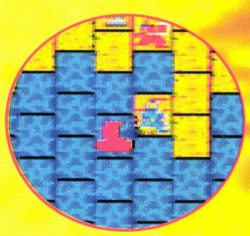
**PIT** **BARRICADES**

*Barricades and Pits help protect your bases. Using them allows you to free up troops to attack enemy armies and ships.*

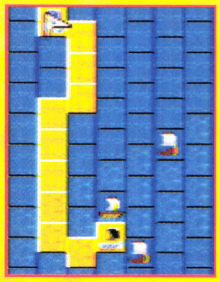




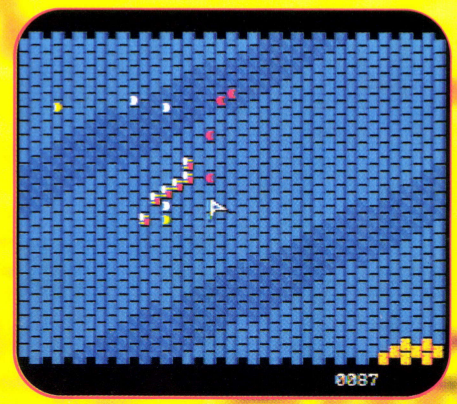
*Battle scenes appear on the screen two ways. They can be at the bottom of the screen to allow you to watch the rest of the action in the game, or full screen to give you the feel of being a part of the action.*



*Destroy the 5 pirate ships in the bay to defeat the invading pirates and win the first round.*



*Your landing ship follows a set course outlined in yellow.*



*Ship to ship combat is very important to your mission*

## BATTLE ONWARD!

*You and your troops must set sail for Egypt to overthrow the the coup and save Cleopatra. In round two, you must get your soldiers to Egypt safely. Defend your landing ship with the 10 other ships surrounding it. You must make it through as the Roman Empire is counting on you.*

## MEGA-FILE

**Manufacturer: Sega**
**Sega System: Genesis**
**Cartridge Size: 8 Meg**
**Number of Levels: NA**
**Theme: Simulation**
**Difficulty: Moderate**
**Number of Players: 1**
**Available: Now**

## PERISCOPE UP!

Takes to the seas in this popular computer submarine simulation! Feel the tension as torpedoes and missiles search for their targets with slow, but diligent, determination. Feel the pressure mount as the enemy ships launch their weapons. Your choices are few: move or be destroyed! Of course, if your engines are silent, maybe the torpedo will pass harmless to the wayside. Then again, maybe not...

In 688 Attack Sub, you are the captain of a powerful nuclear American Los Angeles or Soviet Alfa class submarine. Over 40 different control options give you the feel of commanding the world's most sophisticated and deadly underwater technology.

Utilize noisemakers, towed arrays, sonar pings, missiles, and torpedoes. The enemy ships will give you no quarter as they attempt to locate your sub and blow you away! Try to launch torpedoes as soon as a target presents itself. Only the cunning will survive this game!

*The ever-ready crew is at your disposal! Don't squander their different abilities, as each is as important as the next. They will perform every task with relative ease. Similar to our Review Crew...*

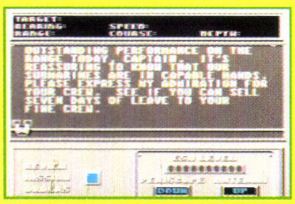
*Torpedoes are your weapons! Launch them at all of the sonar analyzed ships. Movement is usually unnecessary at first.*

*Configure your game to your specifications and preferences in this opening screen.*

*Next, pick your mission according to your experience and abilities. Start easy.*

*Analyze all unknown targets to determine whether they are a potential threat.*

*After discovering all enemy ships and subs, launch your deadly torpedoes!*

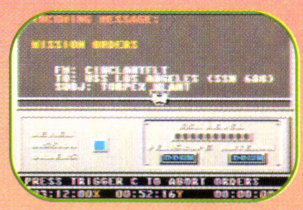


*If you complete the mission, be prepared to get a special message from the base.*

*What the heck! Might as well take a well-earned vacation on the mainland!*

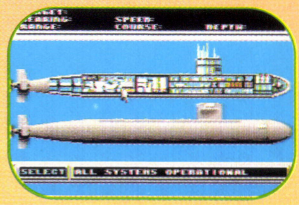
*Control depth and speed from the Drive View. Be careful here!*

*Plot your course from the captain's chair. Strategy is the key.*



*The first thing to examine is the incoming messages.*

*Watch the ships get blown away from the Periscope View!*



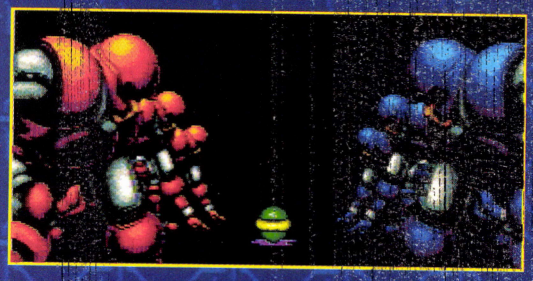
*Check the Systems Screen frequently to monitor the sub.*

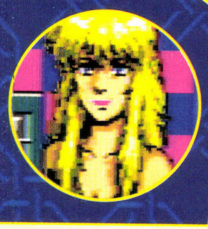
*The Sonar Screen displays and analyzes the targets.*

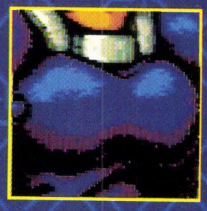
## MEGA-FILE

**Manufacturer: Namco**
**Sega System: Genesis**
**Cartridge Size: 4 Meg**
**Number of Levels: NA**
**Theme: Sports**
**Difficulty: Average**
**Number of Players: 1 or 2**
**Available: Now**

# POWERBALL™







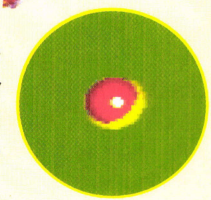
## SCRAMBLE!!

What would happen if football, soccer, rugby, and 21st century technology merged into one? Namco's Powerball, that's what! Powerball combines all of these sports and more! Utilizing powersuits and a nuclear ball, combatants square off in metal area to win the Powerball trophy. The powersuits enhance the player abilities and give them a wide variety of take-down moves never seen before. Spinning lunges, punches, and kicks are enough to knock out most opponents for several seconds. The ball itself can be used as an offensive weapon! Hold down the kick button, and the ball will turn red and nail any unfortunate players in its way!!

The action in powerball is non-stop until one side scores a point. With the exception of going out of bounds, anything is legal in the game of strength and skill. Don't miss it!!

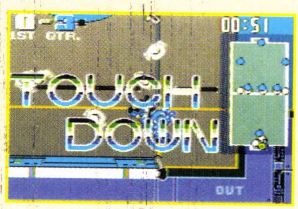
## RED BALL

*The powered-up ball turns red and can knock out any player that touches it. The longer you hold down the buttons, the better.*

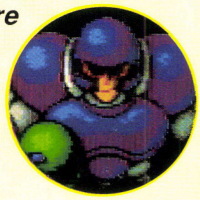


## DIFFERENT METHODS OF SCORING!

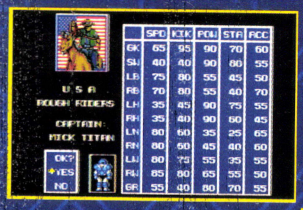
*As in soccer, you can score a point by kicking the ball into the goal area. This is the easiest way to score points.*




*The best way to score many points is to walk across the goal line with the ball. This is a touchdown and three points!*

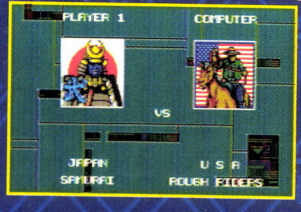


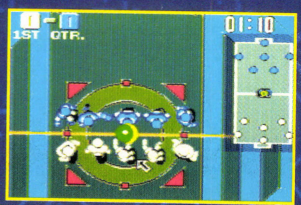
## EIGHT TEAMS!




*After picking a team, increase the player abilities with the bonus points. Speed is very important.*

*Now that you've set your team, get ready to face off against either the computer or a friend.*




*Scramble! Now that the action has begun, keep your eye on the field map for opponents.*

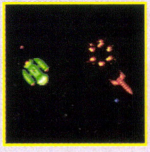
## MEGA-FILE

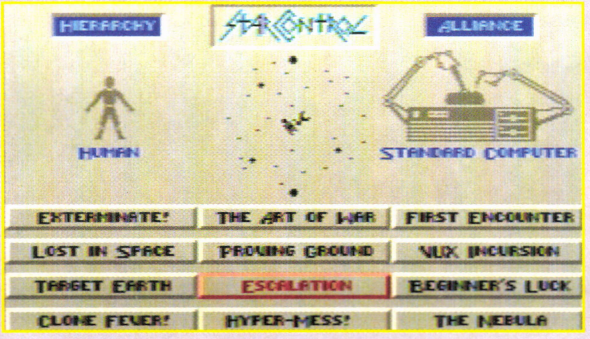
**Manufacturer: Accolade**
**Sega System: Genesis**
**Cartridge Size: 12 Meg**
**Number of Levels: 15**
**Theme: Strategy**
**Difficulty: Moderate**
**Number of Players: 1 or 2**
**Available:**

## STAR WARS!!

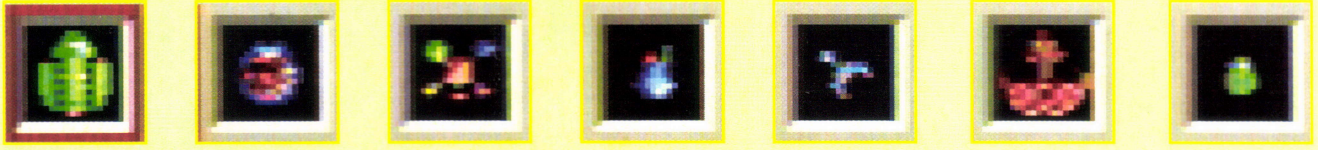
Star Control is the first 12 Meg game ever created for the Sega Genesis! Accolade has chronicled the war between the forces of The Alliance of Free Stars and the Ur-Quan Hierarchy. Each battalion consists of seven starships, each capable of blowing the other away. The entire game is menu-driven so that even a beginner can start playing as soon as they turn on the game. Learn to colonize planets, fortify strongholds, and win close-knit battles with some of the toughest aliens in town. To build ships, you'll need money. To get money, you'll need to mine some asteroids, etc... Basically, Star Control is an excellent space strategy war game with 12 Meg of power to back it up. The allies usually win close battles invariably.

*As you start the game, you'll need to choose which side you want, who your opponent will be, and which battle scenario you will fight. The Genesis can even allow a computer to play itself! This is a good way to get the feel of the game simulation without playing it. The Expert computer will give a challenge to even the best gamers! As the game clearly states, "No one should be this good."*

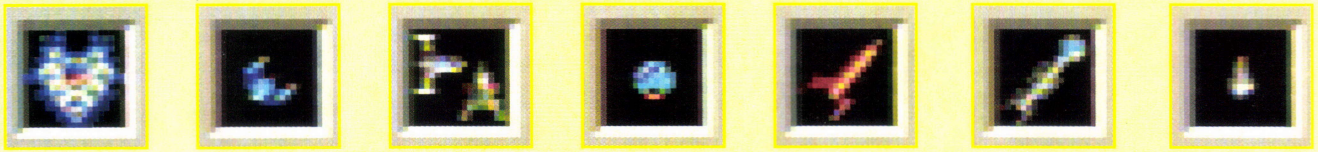




### THE SEVEN HIERARCHY BATTLECRUISERS ARE TOUGH.



### THE SEVEN SHIPS OF THE ALLIANCE ARE FORMIDABLE.



## MEGA-FILE

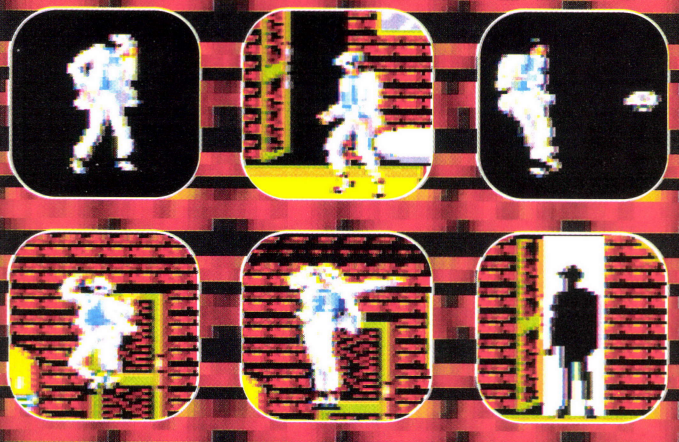
**Manufacturer: Sega**
**Sega System: Master**
**Cartridge Size: 2 Meg**
**Number of Levels: 6+**
**Theme: Action**
**Difficulty: Average**
**Number of Players: 1**
**Available: May 1991**

# MICHAEL JACKSON's MOONWALKER™

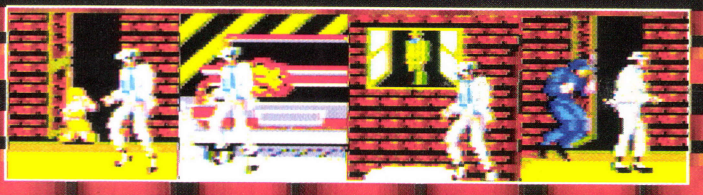
## THE 8-BIT SHINES WITH MOONWALKER!

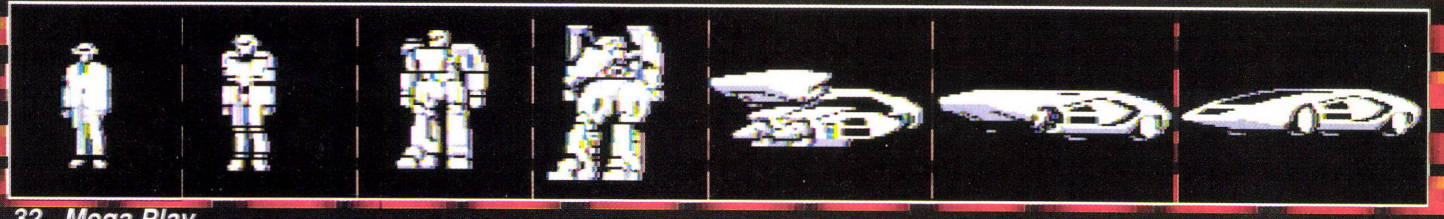
Michael's back, and this time he's dancing his way onto the 8-bit. Mr. Big is up to his old tricks again and has kidnapped all the neighborhood kids. It's up to Michael to bring and end to the mayhem that Mr. Big is causing. Moonwalker is a toned down version of the Genesis hit. The game play is set up in much the same way except Michael can only use punches, kicks, and throw his hat. Moonwalker consists of the same 6 levels found on the Genesis. Open the doors and other suspicious areas to find kidnapped children, special items, and even enemies. Great action for the Master system.

## MICHAEL HAS THE BADDEST MOVES !

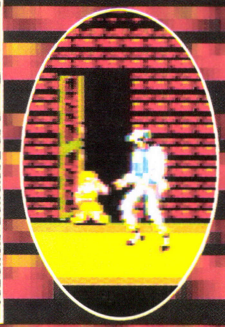


## OPEN THE DOORS!

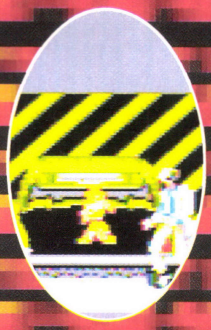


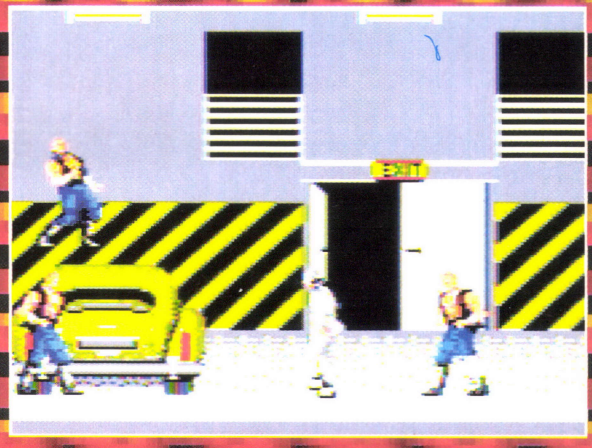


The kidnapped children are behind the doors.

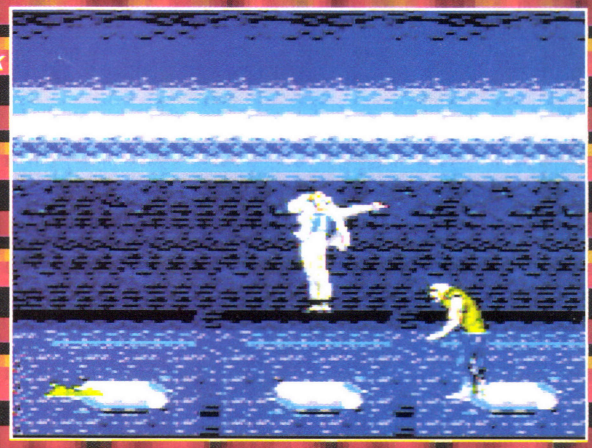


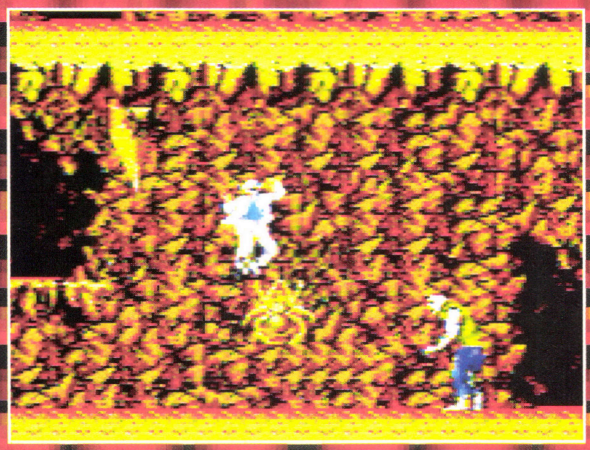
Check the trunks to find the girls in this level.



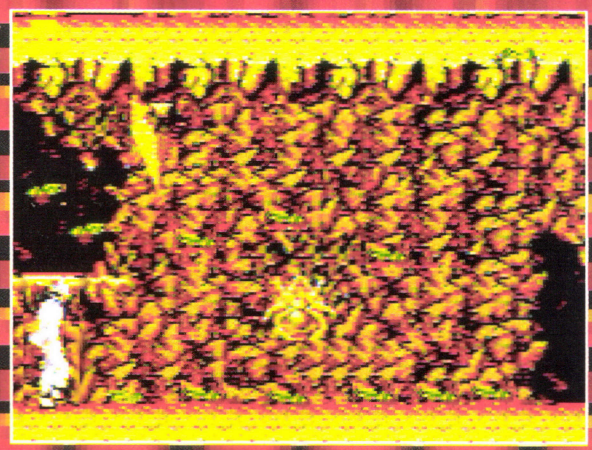


Move the tombstones and check the bushes.





The girls are hidden in the secret rooms.



# GAME GEAR IN STORES!

Sega's new, economically priced, color handheld portable game machine - Game Gear is now in the stores. However, due to limited quantities, the GG presently will only be sold in two test markets - Los Angeles and New York.

The suggested retail price is approximately $150 and that includes the basic system (without batteries), a wrist strap and the game Columns.

Also, immediately available are an AC adapter ($12), a DC power converter/adapter ($27), a Gear-to-Gear link cable ($11) and a rechargeable ni-cad battery pack ($52). *

Sega officials have stated that the VHF/UHF tuner will be available, but not until sometime in fall. Although this tuner in now available in Japan (and it works fine in a U.S. GG) the FCC has very specific requirements that have to be met, and getting this FCC approval will take some time.

As to specs, the GG falls in between the Lynx and Turbo Express. The screen resolution checks out at 160 (H) x 142 (V) lines and, while not superb, it does boast vertical resolution almost 40 percent better than the Lynx. It's this difference that allows the GG to support a tuner. The guts of the GG is basically a Master System - a Z-80A 8 bit processor running at 3.58 MHz.;

*New GG accessories!*

*The U.S. version of the Game Gear (shown with the optional tuner) is now in the stores.*

64Kbits of main RAM; 128Kbits of Video Ram; 32 on screen colors out of a palette of 4096; and 5 channels of true stereo sound.

With specs so close to the SMS one would expect an adapter to quickly appear that would reduce the SMS cartridge pin spacing to match that of the GG. Almost. Sega has tried it and the rumored SMS cart to GG adapter works, but a large portion of the game falls off the screen, making the game unplayable. Any such future converter would require additional electronics in addition to modifying the pin spacing.

As for games, Sega is initially relying on mostly Master System conversions. Five titles will be available immediately - Super Monaco GP; G-Loc; Psychic World; Mickey Mouse and the Castle of Illusion and Dragon Crystal. G-Loc is new and the only shooter in the bunch. Rather than overload the system with a lot of shoot-em-ups, Sega plans to add variety by bringing out several quest/adventure games, a few puzzle games and a couple of action games. Their new games - Revenge of Drancon (really just a new name to the older SMS Wonder Boy cart), and Leader Board Golf are coming in May, and Joe Montana Football plus Shinobi in June, are examples of the wide range of carts Sega has lined up for us.

But Sega is not going into this alone. In Japan, virtually all of the Mega Drive licensees either have GG softs out, or in the works. In the U.S., the licensees are ready to launch carts here, but they first want to see how the initial sales are before jumping in.

Besides the planned U.S. GG releases, there are over a dozen Japanese softs already in the stores and over two dozen more scheduled for release! Like the GameBoy, the Japanese GG carts work in the U.S. system! Older, well known titles like Pengo and Pac-Man are out and more like Chase H.Q.; OutRun; Alien Storm; Fantasy Zone G; Space Harrier 3; Golden Axe; Alex Kidd; VS Kung Fu; and Haley Wars are being worked on.

The first batch of U.S. and Japanese carts tested out OK. Don't expect Genesis performance at SMS prices though. The games play well on the small screen and the adventure games are on par with many of the SMS titles. The AC and DC adapters are well worth the money as the average life of the required 6 AA batteries is only from 3 to 5 hours. But this is no worse than any of the color portables. The one feature that really does sell the unit though, is the tuner. Being able to, one minute play games, and then switch over to watching your favorite show the next, is a very big plus for this system!

With all these features on its side, this is definitely one portable worth looking into!

*The U.S. tuner won't be out till fall but the Japanese one is, and it works in the U.S. GG!*

* The prices of the optional accessories were not available at press time and are based on the Japanese equivalents.

# SCHEDULED U.S. GG TITLES

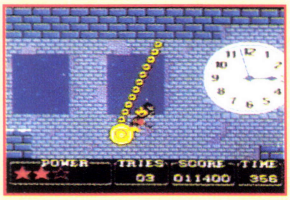
**COLUMNS**
Provided with system.

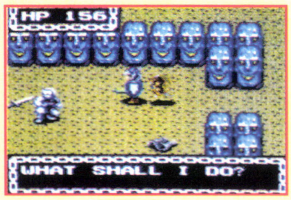
**SUPER MONACO GP**
April 1991

**G-LOC**
April 1991

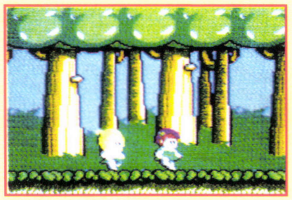
**PSYCHIC WORLD**
April 1991

**CASTLE OF ILLUSION**
April 1991

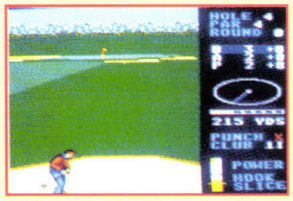


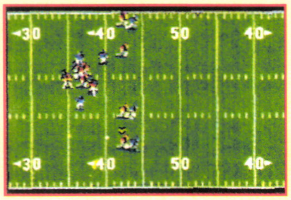

**DRAGON CRYSTAL**
April 1991



**REVENGE OF DRANCON**
May 1991



**LEADER BOARD GOLF**
May 1991

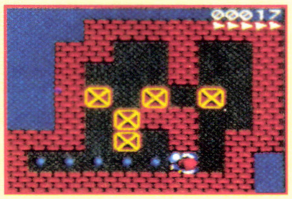


**JOE MONTANA FOOTBALL**
June 1991

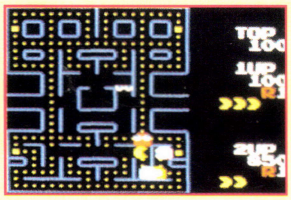
**SHINOBI**
June 1991

# NEW JAPANESE GG GAMES!

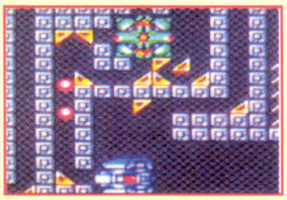
**PENGO**



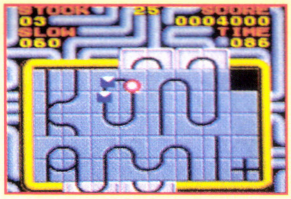
**SOKOBAN**



**PAC-MAN**

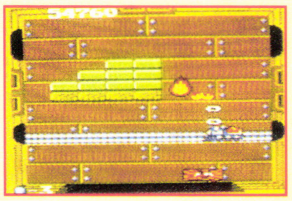


**POP BREAKER**

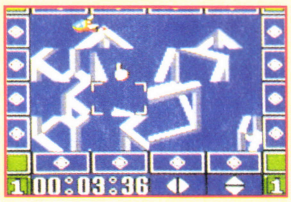


**JUNCTION**

**BASEBALL '91**



**WOODY POP**




**KINETIC CONNECTION**

**CHASE H.Q.**

**FANTASY ZONE G**
Available May 1991.

**SKWEEK**
Available May 1991.

**Coming Soon -- Space Harrier 3; Outrun; Alien Storm and Golden Axe!**

# COMING ATTRACTIONS

## MEGA GAMES TO WATCH OUT FOR ON THE 8 AND 16-BIT...

### OUT RUN
**Sega of Japan**

Sega has just announced that it will be bringing out this fall a spectacular 8 meg Mega Drive (and Genesis) version of this arcade classic. While the 4 meg SMS version was good in it's time, Sega has drastically upgraded this racer to more closely resemble the coin-op version. Incorporating much more detailed graphics and smoother scaling, Out Run could put Super Monaco GP out to pasture. Not too far behind will be Turbo Out Run and then the 'said to be impossible' Power Drift.

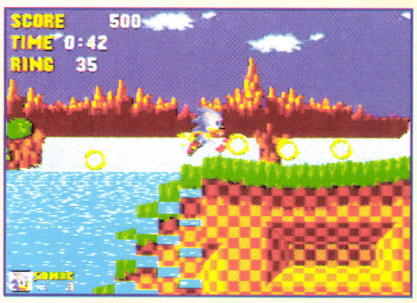
PC Engine version shown.

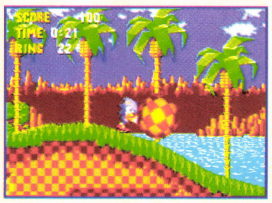
*Look for this game to make it's surprise debut at the Summer CES!*

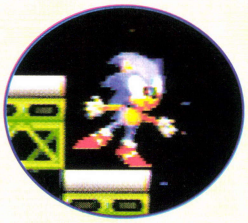
*Expect Out Run to be the best Sega racing game ever!*

### SONIC THE HEDGEHOG
**Sega**

Super Sonic is nearing completion and should hit our stores in late June! Ever since we first saw him in Japan last June, we knew that, with the right programming, Sonic could be the hottest game ever to hit the Genesis. And it is! Even though our copy is only 60% finished, he is already doing things that have never been done on the system before! For example, his speed is incredible, almost to the point where the screen can't keep up with him! But speed can be good or bad. It can either send Sonic to new heights or straight into a pit of spikes Ouch! And it's not just a linear quest. Sonic gets into mazes which are several screens high and wide and loaded with cleverly placed pitfalls and plenty of traps.



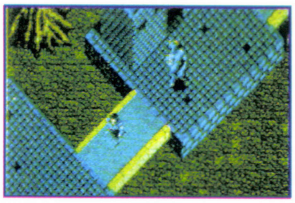



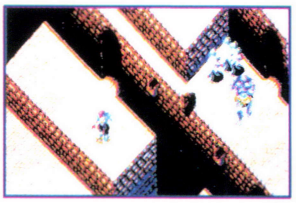



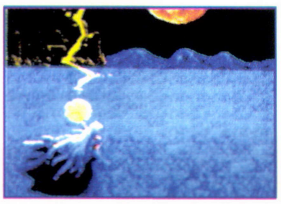
## ARCUS ODYSSEY
### Renovation

Renovation is bringing out a new quest/RPG game later this season. While taking the same pseudo 3-D perspective as Final Zone, Arcus puts you and a friend cooperatively into a huge multi-screen level where you must gather the required treasures and try to accomplish the given objectives. Run in and out of different rooms exploring the castles and building up your magic and experience levels.

*With increased experience comes more powerful magic!*

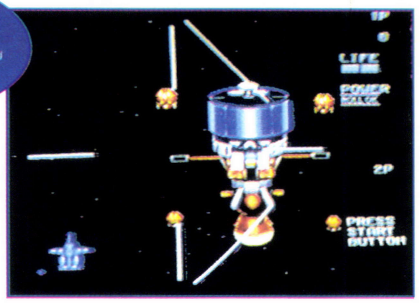




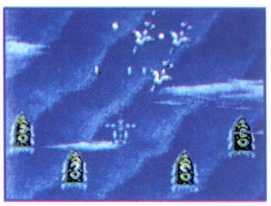


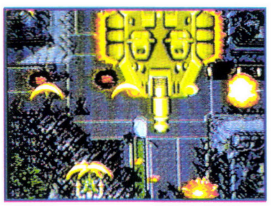
## AIR HAWK
### Data East of Japan

Take off solo or with a friend (cooperatively) in this new overhead view shooter. Fly missions up in the air, over the water, over land or even up into outer space where you must take out enemy laser attack satellites! The game title is still tentative as it may change when it comes over here later this year.



*Encounter the enemy over the land, sea and even in outer space!*

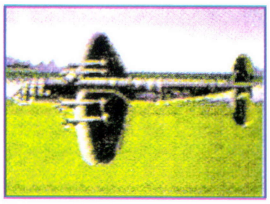




## FIRE MUSTANG
### Data East of Japan

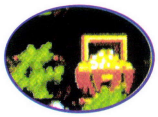
A new shooter from Data East, tentatively titled, Fire Mustang will be coming out in Japan this fall. You're back in time in an old WW2 type plane. Take on other aircraft of the same vintage in this side scrolling side view shooter. Besides the enemy in the air, ground forces will try to bring you down with their anti-aircraft guns. Constant action and plenty of enemy fire to contend with.

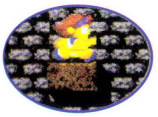
*Some of the enemy bombers get rather huge and are loaded to the gills with heavy firepower!*



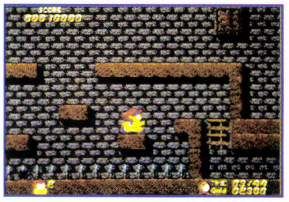
## WARDNER
### Mentrix

Based on the older coin-op game - Pyros, Wardner is a 6 stage quest game where you are searching for the evil wizard who has captured your girlfriend. Pick up crystal balls to power up your weapon as you'll need it when you go up against the end monsters. Treasure chests and even a good fairy, for invincibility, are worth getting along the way.



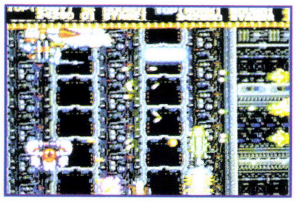
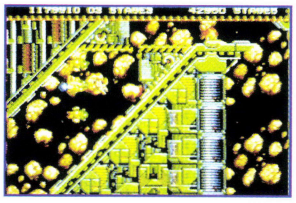
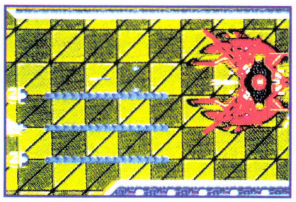
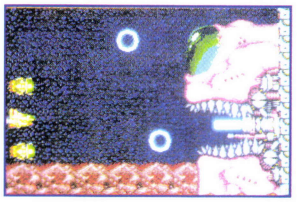


*Timing is so very important in order to get over the river of fire!*



## ALISIA DRAGOON
### Ketdari of Japan

From a new Sega Licensee in Japan comes a huge 8 meg action/adventure game. Play the part of a female warrior who must travel through 7 dangerous levels fighting off the hideous demons which were created by the evil magician. Finding the hidden power-ups is important as the end monsters can't be beaten with a weapon which isn't fully powered up! A very difficult quest game coming in May.

## ZERO WING
### Toaplan of Japan

Based on their arcade game of the same name, this side scrolling super shooter comes to the Mega Drive virtually intact. Featuring constant action with scenes, like the asteroid belt, that border on the impossible. Features lots of weapon power-ups, plus a few new features thrown in! In this you can capture the enemy with your prisoner beam and use them as a barrier against their own forces! Huge, full screen end bosses help make this one of the hardest games to come along in a long time.

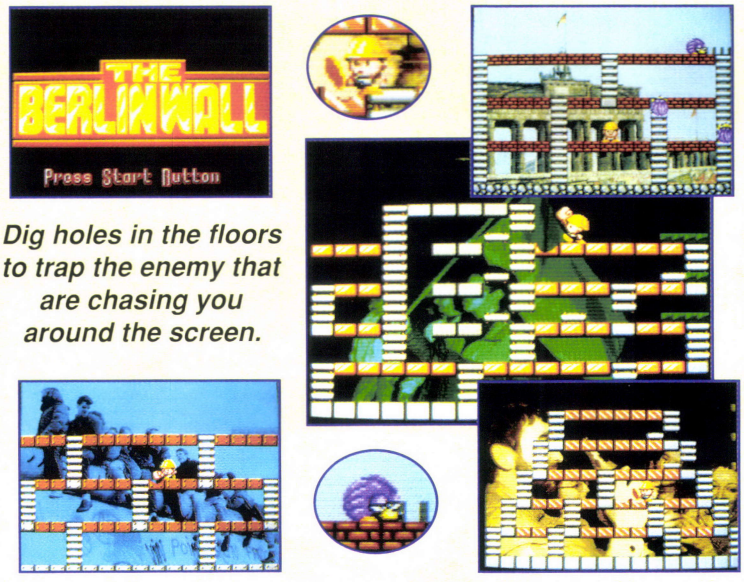
## ALIEN STORM
### Sega of America

The mega-hot arcade game of not long ago is coming to the Genesis. It's a ways away as the copy at the CES was only a demo, but based on what we saw the game appears to be faithful to the arcade version. The bosses are huge and the weapons develop a tremendous amount of firepower.

*The demo cart showed a two player cooperative option.*

## THE BERLIN WALL
### Kaneko

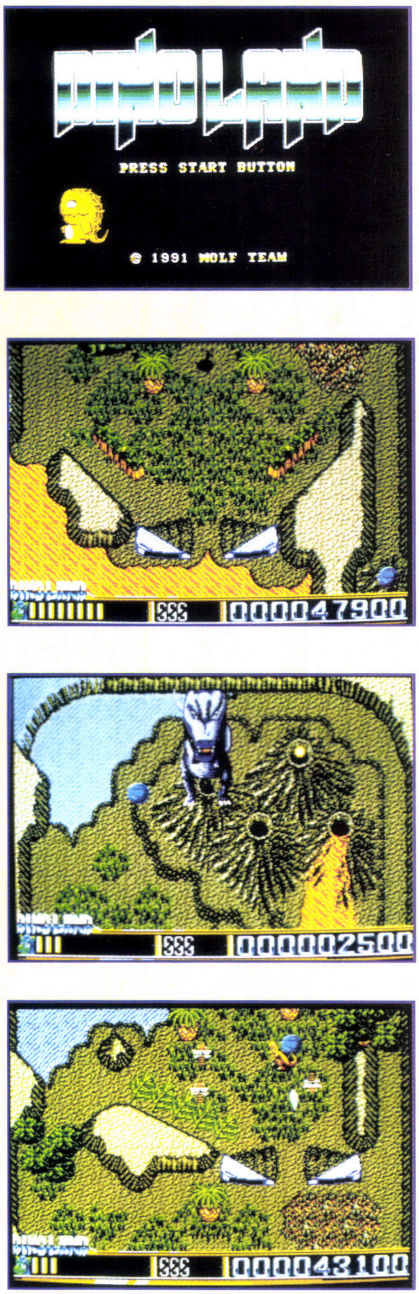
Colorful WW2 backgrounds add variety to this interesting ladder climbing game. Somewhat similar to a Loderunner type adventure, the Berlin Wall should appeal to the younger audience. With lots of increasingly more difficult levels, this soft has potential.




*Dig holes in the floors to trap the enemy that are chasing you around the screen.*

## DINO LAND
### Renovation

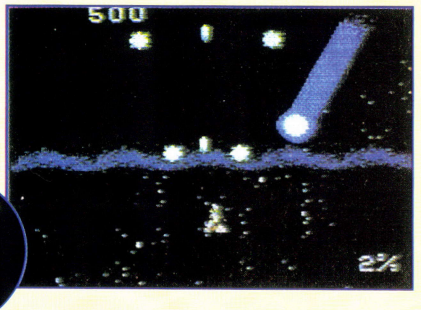
It's pinball set in the days of the dinosaurs. What sets this version apart from all the others is the multiple levels built in the game. To get to them you must, for example, drop the ball on a volcano and then it will 'blow' the ball upwards to the next level where the bonuses are larger and the points mount up faster.




*Play a version of pinball set in the ages of the dinosaurs.*

## HALEY WARS
### Taito of Japan

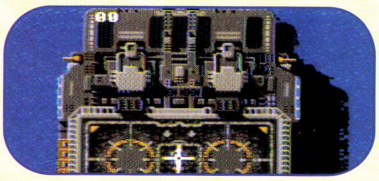
Taito is following up their first GG title (Chase H.Q.) with a great outer space shooter. Created especially for the small screen, HW is one of the best shooting games for this format because of this. Five levels of constant action.

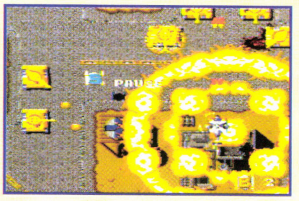


*Taito's first shooter for the GG!*

## TWIN COBRA
### Sega of America

First to make its appearance on the NES, Twin Cobra is moving up to 16 bit power! With the extra processing power the Genesis version really shines. Spectacular graphics and decent audio, TC comes off very well on this system. Set a bit on the difficult side, all players who are looking for a hard game should check this version out!





*Huge explosions wipe out all the enemies on the screen when you use your mega-bomb!*

## DEVIL HUNTER YOKO
### NCS of Japan

The sword swinging girl - Yoko is out after evil demons who have come up from the depths of the planet. Great action, but it's not coming to the U.S.

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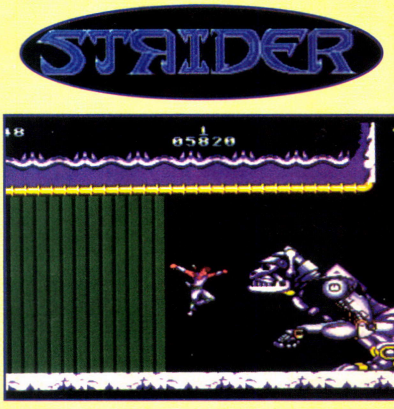
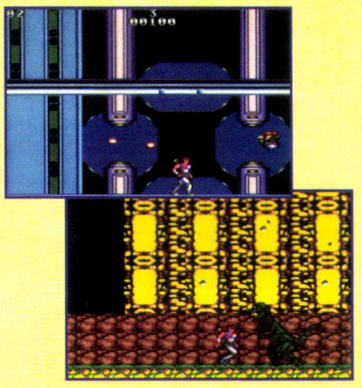
## STRIDER
### Sega of America

Sega is breathing new life into it's Master System with a batch of great new 8 bit softs. At the top of the list is a fantastic 4 meg version of the award winning Genesis Strider! Much of the detail is intact and the game play should be worthy of the Strider name. Coming later this summer!

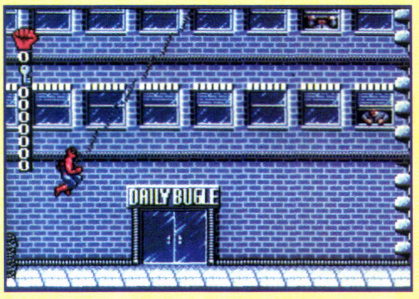


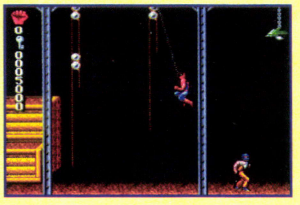


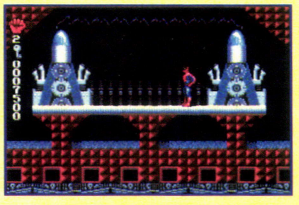



## SPIDERMAN
### Sega of America

Not even out yet on the Genesis and the Master System version is being announced! Take the webbed wonder through various levels, battling the thugs who are threatening the city. Swing from building to building using your webs and climb up the walls to get to the roof tops. Another great conversion worth looking into.





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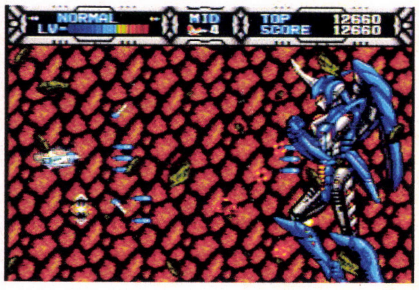
# MEGA REVIEWS!!

## The Sega Genesis/Master System Resource

**Gaiares, Shadow Dancer, Space Invaders'91, Gain Ground, Wings of Wor, Valis 3, Sagaia, Fatal Labyrinth, John Madden Football, Joe Montana Football, Moonwalker 8-Bit.**

### GAIARES




**The first 8-Meg shooter ever! Pilot your ship through 7 incredible levels before facing the leader of the Gulfer empire. Over 15 weapons and the special TOZ unit help you save the Earth and rescue mankind.**

| Renovation | Genesis | Shooter | 8 Meg | Now |
|---|---|---|---|---|

**DAVE** — 9

Hold onto your seats! This incredible shooter packs 15 different weapons, 3 power levels, innovative weapon selection, huge end bosses, cool tunes, and marvelous control into one cart. WOW!

**MIKE** — 9

One can't say enough good things about the ultimate shooter! There's nothing better out there and you have to get this one! The graphics and audio are the best yet.

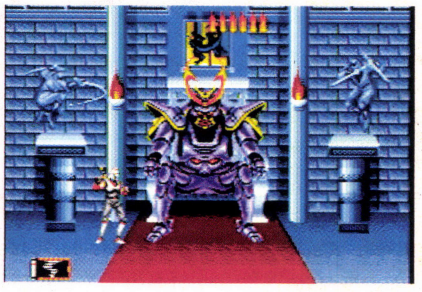
**G.O.G.** — 9

If TF3 blew you away, wait till you see this shooter. The bosses are massive, taking up more than half the screen! Great power-ups and loads of challenging game play. Fantastic!

**BART** — 9

An absolutely phenomenal shooter! Gaiares has it all: humongous end bosses, 15 awesome weapons, and 8 Meg of unbelievable graphics, and game play that is a true challenge. Superb!

### SHADOW DANCER



**The sequel to Revenge of Shinobi brings you back to defeat Union Lizard. This time you're not alone, you have the help of Yamato, the loyal dog of your deceased friend Kato. Five levels of ninja filled action.**

| Sega | Genesis | Action | 4 Meg | Now |
|---|---|---|---|---|

**DAVE** — 8

True Shinobi action comes home once more in Shadow Dancer! The music is great (of course) and the graphics are astonishing! Despite being easy, this cart is worth the money.

**MIKE** — 8

Good job Sega! The dog is a nice touch and adds to the game play. The backgrounds are decent and the game is well done, though a bit too easy. Still it is worth the money as it plays well.

**G.O.G.** — 8

The perfect addition to the Shinobi library. Incredible graphics and a rockin' soundtrack make it even better than Revenge. Plus a killer pup gives you an edge fighting evil ninjas.

**BART** — 8

An excellent sequel to the R of S. Great graphics and a funky soundtrack that is even better than before. It's well balanced, but is a bit too easy for my tastes. Exceptional nonetheless

## SPACE INVADERS '91

Taito | Genesis | Shooter | 4 Meg | Now

**The arcade classic has been revamped and is ready for players in 1991. Expanding upon the original, there are now power-ups and a variety of different aliens in new and spaced out scenery.**

**DAVE** — 6

Space Invaders again?!? Oh, well. The really nice improvements are the backgrounds and power-ups. The music is okay, but when all is said and done, it's still Space Invaders.

**G.O.G.** — 5

Even though this one has improved graphics and a beefed up soundtrack the theme is just way too old. Other than that it's still an average game because of it's solid game play.

**MIKE** — 7

I remember the old Atari version. While the concept is the same, it is good to see Taito adding 1990's features like the cool backgrounds. Not for everybody, but I like it!

**BART** — 7

Space Invaders 16-Bit style! Not much to say about this ancient concept in games. Veteran gamers will enjoy the cool backgrounds and the new power-up options. A bit outdated, but good.

## GAIN GROUND

Renovation | Genesis | Adventure | 4 Meg | Now

**Based on the arcade game, Gain Ground has Gauntlet style game play and many levels to explore and conquer. Pick your warrior and rescue your captive comrades. Have a friend join in for double the action.**

**DAVE** — 5

Not what I expected from Renovation. This game is nothing more than an updated version of Gaunlet. Repetition starts early and continues throughout the game. Decent music.

**G.O.G.** — 5

While it doesn't look better than the arcade version the game play is slightly improved. The main problem with it is it becomes repetitive too soon and isn't much fun to play.

**MIKE** — 5

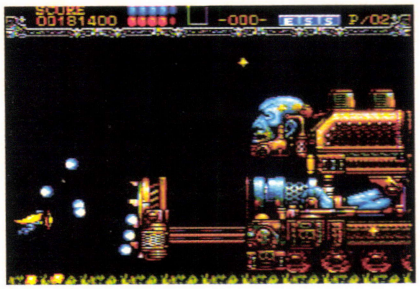
I wasn't very impressed with GG. The two player version is fun but the game play doesn't change enough. Better graphics farther into the game but too little too late.

**BART** — 4

A sad attempt to capture the feel of Gauntlet. The game plays extremely slow and gets repetitive very quickly. OK with 2 players. The only thing you'll gain by playing this, is weight.

## WINGS OF WOR

Bandai | Genesis | Shooter | 4 Meg | 5/91




**A side scrolling shooter with a variety of creatures and gigantic, extremely detailed end bosses. Many power-ups and weapons are available to increase your odds of survival in this challenging game.**

**DAVE** — 8

Wings of Wor is an intense side scroller with superb weaponry power-ups...each weapon can be powered up to a maximum of 25 levels!! Now that's what I call serious shooting action!

**G.O.G.** — 7

A cool shooter with a variety of weapons and really intense bosses that take up the whole screen! My only complaint is that I don't like the way it controls, you seem to slip to your doom.

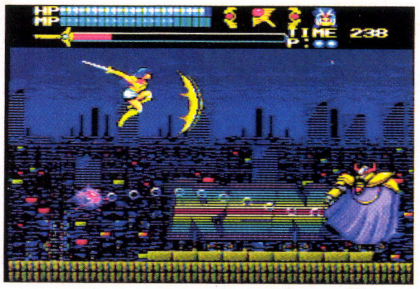
**MIKE** — 8

Definitely one of the best 4 meg shooters around. Great graphic detail on the bosses and it's also harder than the average game - a welcome trait. Unbelievable power-ups!

**BART** — 9

This is one tough shooter! Great graphics complemented by good sound and amazing end bosses. This game throws a lot at you at one time! Original theme and great game play.

## VALIS 3



Valis 3 is a fantasy/action game featuring 3 main characters who must rescue the Dark World using the legendary sword of Valis. Cinema displays tell the story as you progress through the game.

| Renovation | Genesis | Action | 8 Meg | Now |
|---|---|---|---|---|

**DAVE** 8

Excellent! The final chapter in the Valis trilogy adds new characters and magic to your inventory. Brilliant cinema displays and new moves like the slide create a marvelous game!

**G. O. G.** 9

This game is very good, the graphics are top notch and the sound is impressive, but the game goes by so fast when you're done you feel shortchanged. Not as long as an 8 megger should be..

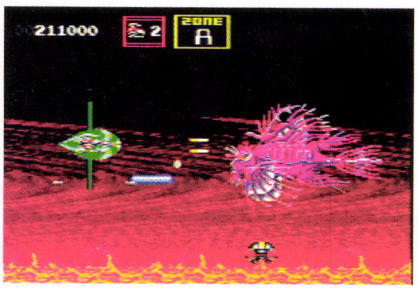
**MIKE** 8

Wow! This is one great game! The only thing missing is the phenomenal CD tunes and voice. Graphics are still exceptional and the game plays very well. Valis 4 on the CD-ROM?

**BART** 8

A great addition to the Genesis! Great graphics and lots of technique to master. 3 different characters each with different power-ups. A little too easy, but outstanding anyway.

## SAGAIA



Sagaia is the second 8-Meg side scrolling shooter and has a lot to offer. Sagaia has an amazing 28 levels and 12 end bosses. When you beat a level choose your path for a different game each time you play.

| Taito | Genesis | Shooter | 8 Meg | Now |
|---|---|---|---|---|

**DAVE** 6

Even with an incredible number of levels, Sagaia lacks the sound track it needs to really make an impact. Good graphics are a plus, as well as cool end bosses. Above average.

**G. O. G.** 8

One of the longest shooters for any system. Incredible graphics and 28 different levels make this cart stand out. The sound needs reworking but other than that a spectacular cart.

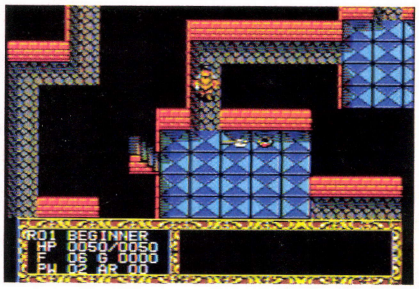
**MIKE** 8

It looks like 8 meg is the way to go with shooters! Fantastic graphics and multiple endings! But where did the sound go? It's nice to have but not needed though. I'll buy this game!

**BART** 9

Now this is how a shooter should be. 28 levels to master. Whew! Cool graphics and awesome bosses. The only thing that annoys me is the sound, other than that a very good shooter.

## FATAL LABYRINTH



You're trapped in a maze, but you're not alone, there are many bloodthirsty creatures out to get you. You must progress through over 30 different levels before confronting the evil dragon boss.

| Sega | Genesis | Adventure | 2 Meg | Now |
|---|---|---|---|---|

**DAVE** 5

Nothing new here. Fans of serious repetition should check this cart out, especially since the music never changes throughout the game! Okay at first, but boring and tiring later.

**G. O. G.** 4

This game has a few neat features, like you'll never play the same maze twice. The thing about FL is that it just doesn't get exciting. The graphics and sound are nothing to shout about.

**MIKE** 5

This is Sega's first attempt at a low cost game. The randomness is a plus but with no way to save it you have to sit down for a long time to get to the end? OK but not great!

**BART** 4

A big downgrade if you've been teasing your brain with PS2 or Vermillion. OK for beginners but awfully repetitive. It becomes extremely tedious and not much fun after a while.

## JOHN MADDEN FOOTBALL

Electronic Arts | Genesis | Sports | 4 Meg | Now

Madden brings real football action home. The field is displayed with 3-D scrolling and the playbook is packed. 1 or2 players can join in and a helpful password lets you save your game.

**DAVE** — 9

John Madden Football is as close to real gridiron fun as you can get! The feel is so precise, you feel as though it's your bones crunching! Almost a 10, but there's no cheerleaders...

**G.O.G.** — 9

Great graphics and sound bring football action to life on the Genesis. Superb game play and 3 types of weather to play in make Madden nearly perfect. I love the password too.

**MIKE** — 9

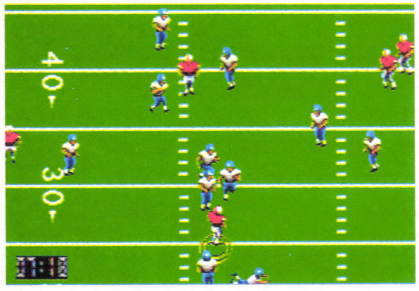
Football just can't get any better! Almost perfect! Everything is laid out beautifully as calling plays is a breeze, as is executing them! Easily the one to buy. As if there is a choice!

**BART** — 9

Completely awesome is the perfect description for this game. Incredible 3-D effects of the field and hard playing football action. Plenty of plays and a ton of fun in 2-player mode.

## JOE MONTANA FOOTBALL

Sega | Genesis | Sports | 4 Meg | Now



Sega recreates the action of the grid iron with help of Joe Montana himself. 48 plays to choose from, 24 offensive and 24 defensive. Play the computer in the Sega Bowl or take on one of your friends.

**DAVE** — 5

Next to Madden football, there is no comparison! Montana football lacks the amazing feel and play depth of Madden football, and controls sluggishly. Only average.

**G.O.G.** — 5

The graphics and game play aren't half as good as Madden, but it does have a few more plays. The absence of a continue feature or a password really hurts this game.

**MIKE** — 5

Sorry Joe. The game is good but as you know about the Super Bowl, there is no glory for coming in second. Lacking lots of nice features make this only an average game.

**BART** — 5

A Madden wannabe. Even though you get Joe's face plastered all over, the game is nowhere near as much fun to play. Montana lost the Super Bowl and Sega lost with this one too.

## MOONWALKER

Sega | SMS | Action | 2 Meg | Now

Michael is back and ready for 8-Bit action. Take on the bad guys with fists and kicks and even throw in a few fancy dance moves. Rescue the little girls and take on the evil Mr Big in your super robosuit.

**DAVE** — 7

A solid title and a good player as well. More like this will go a long way for the System 2. Definitely one of the newer games to buy! Well done graphics capture the intent of the game.

**G.O.G.** — 7

While this version isn't as thrilling as the 16-Bit, it does pack a punch for the 8-Bit. Good graphics and average sound helps fill a niche where the 8-Bit is lacking.

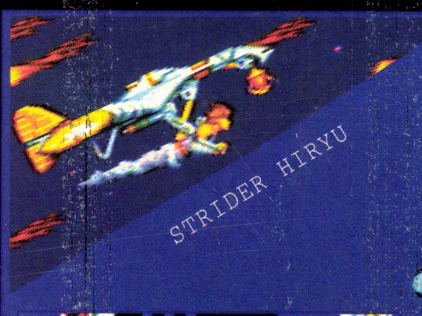
**MIKE** — 7

For a 2 meg game this is decent. The price is right and most of Mike's action makes it down into the 8 bitter. A good name for the SMS and it should help sell the new system.

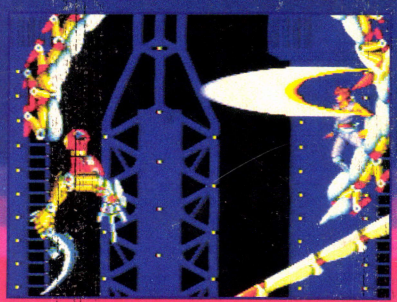
**BART** — 6

The BAD boy dances his way onto the 8-Bit. It's lost its great music and the graphics have been toned down, but the game play is still in tact. OK, but still as repetitive as the 16-Bit.

# GAME OVER!



THE GRAND MASTER

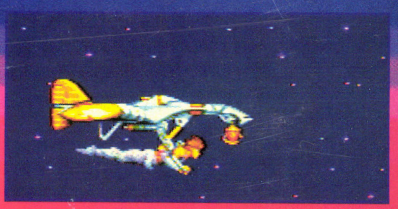


*Hop a ride on Urobolus to get to the Grand Master. It's a long way down so don't fall off. When he starts going in circles it's time to destroy him.*

*At the top you'll face the evil Grand Master. Stay on the second platform from the top and waste him with rapid slashes of your plasma sword.*

## DESTROY THE THIRD MOON AND SAVE THE EARTH!

You've survived the Siberian wasteland, infiltrated huge flying fortresses, ridden dinosaurs in the depths of the Amazon jungle, and now you've made to the Grand Master's control station, the Third Moon. Before facing the brains behind this operation of global terror you must get past this heavily fortified space station, make it through the anti-gravity zone and you're half way there. Hop a ride on a wandering Urobolus and prepare for a battle of cataclysmic proportions. Succeed, and you'll save the Earth. Then soar off into the horizon on your jet-powered hang-glider.



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Just when you thought you had seen it all . . .

A new challenge radiates forth from worlds beyond imagination. Surge through scrolling lava flows and the thrust of massive rock caves. Avoid losing control amid perilous bubbles in the murky depths . . . to encounter even greater challenges in realms of deeper dimension.

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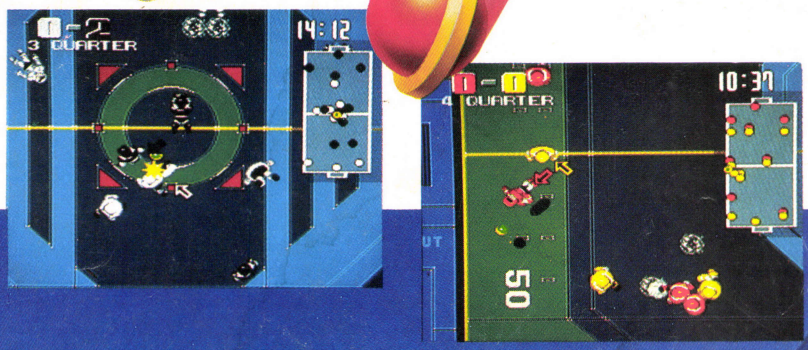
SEGA GENESIS 16-BIT CARTRIDGE

# POWERBALL™

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The Game Creator